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IDENTIFIERS *Montana

ABSTRACT

This guide contains a sample press release, artwork, bibliographies, and program ideas for use in 1992 public library summer reading programs in Montana. Art work incorporating the dragon theme includes bookmarks, certificates, reading logs, and games. The bibliography lists books in the following categories: picture books and easy fiction (49 titles); non-fiction, upper grades (18 titles); fiction, upper grades (45 titles); and short stories for easy telling (13 titles). A second bibliography prepared by the Montana State Library for the Blind and Physically Handicapped provides annotations for 133 braille and recorded books. Suggestions for developing programs around the dragon and related themes, such as the medieval age, knights, and other mythic creatures, are provided. A description of craft projects, puzzles, and other activities concludes the work. An evaluation form is included. (KRN)

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"Dragon Tales"

1992 Summer Reading Program Librarian's Manual

Montana State Library
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"Dragon Tales"

1992 Montana Summer Reading Program

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Librarian's Manual

Compiled by Cathy Siegner, Publicity/Youth Services Specialist
Artwork by Amy Glasscock and April Goettle, Information Design & Advertising

Montana State Library
1515 E. 6th Ave.
Helena, Montana 59620

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"Dragon Tales"
1992 Summer Reading Program

There were 10 themes nominated for this year, but when all the ballots were in, the dragon theme was the clear favorite. Artwork was done by Helena artists Amy Glasscock and April Goettle, and printing and photocopying of materials by the state Publications & Graphics Bureau.

Several things are new this year. There is a special bibliography included of non-print, theme-related juvenile materials available to qualified patrons through the State Library's Library for the Blind & Physically Handicapped, and artwork shows disabilities. A special reading game is included for children to play, plus a poster for them to color. As always, library staff may photocopy materials in any quantity desired.

The Summer Reading Program ideas and materials generously shared by staff at the South Carolina State Library, the State Library of Iowa, the Alabama Public Library Service, the State Library of Florida, the Arkansas State Library and the Louisville Public Library are gratefully acknowledged.

Summer Reading Program Materials

Posters - The camera-ready poster is 8-1/2" by 11" but may be enlarged if desired. Add information about your library's program and post around the library, in local schools, neighborhood businesses, etc. Make extras for children to color.

Bookmarks - These can be photocopied onto heavier paper in different colors and cut out for use as you need them.

Reading Logs - These are used to record books read by or to each child in the Summer Reading Program. Photocopy them front-and-back, using the "Books I Have Enjoyed" page for the back side, then fold. There's a place on the back for the child's name. Make additional copies of the inner page if necessary.

Award Certificates - The certificates may be signed by the librarian and used to reward children and volunteers. You can also use them to acknowledge the participation of parents, older siblings, Friends of the Library and anyone else who helped make your program a success.

Dragon's Treasure Reading Game - The game can be played by an individual child or by two or more children. Stickers may be used for each book read, or the child's name or an "X" written in on the spaces. For each five books read or listened to, the child gets the appropriate card. After getting all seven cards (and reading 35 books), he/she wins the dragon's treasure. Kids will probably want to color in their game sheet. The game sheets can be enlarged on a photocopy machine if desired.

Publicity

Be sure to take the time to publicize your Summer Reading Program. That's what will really bring in the kids. Get the word out everywhere you can - flyers, school visits, posters, newspaper articles, radio and TV announcements, talks with service groups, discussions with patrons, etc.

Feel free to use these sample news releases and public service announcements to fit your program:

SAMPLE PUBLIC SERVICE ANNOUNCEMENT #1

(LIBRARY'S NAME) is sponsoring "Dragon Tales," a Summer Reading Program for kids from pre-school through (GIVE UPPER AGE LIMIT). Sign up and have fun this summer with books, arts and crafts, songs, stories and other exciting activities each week at your library. Register (DATE, TIME). Join the fun this summer at the (LIBRARY'S NAME). For more information, call the library at (PHONE NUMBER).

SAMPLE PUBLIC SERVICE ANNOUNCEMENT #2

Join your friends at (LIBRARY'S NAME) for "Dragon Tales," a Summer Reading Program for kids from (GIVE AGE RANGE). You can enjoy books, puzzles, arts and crafts, songs, stories and other activities from (GIVE DATES OF PROGRAM). Register now at the library or call (PHONE NUMBER) for more information.

❦❦❦

SAMPLE PRESS RELEASE - (always double space press releases)

FOR IMMEDIATE RELEASE
DATE: (TODAY'S DATE)

FOR MORE INFORMATION:
(CONTACT NAME AND NUMBER)

LIBRARY OFFERS EXCITING SUMMER READING PROGRAM

Kids in (CITY OR COUNTY) are invited to hear some "Dragon Tales" this summer as part of the (NAME OF LIBRARY)'S Summer Reading Program. The program is designed to introduce children to the fun of reading books and will include stories, games, arts and crafts and other activities.

Registration begins (DATE AND TIME) at the library. Children who cannot read yet may still take part in the program by having books read to them. Awards and prizes will be given when the program ends (DATE). For more information, call the library at (NUMBER).

❦❦❦

Evaluation

"Dragon Tales"
1992 Summer Reading Program
Montana State Library

Please take a few minutes to fill out and return this evaluation form. It will help the Summer Reading Program Committee plan the next statewide program. If you have comments on any of the materials, about which activities worked for your library and which didn't, please include them. Suggestions on future themes are also welcome. Please return the completed form by September 1, 1992 to: Montana State Library, Library Development Program, 1515 E. 6th Ave., Helena, MT 59620, or fax it to 444-5612. Thanks!

How would you rate the success of your library's 1992 Summer Reading Program?
(1: poor; 2: below average; 3: average; 4: above average; 5: excellent)

1 2 3 4 5

Estimated number of children participating in your 1992 Summer Reading Program:

_____

How useful were the Summer Reading Program materials provided?
(1: not useful; 2: somewhat useful; 3: average; 4: very useful; 5: essential)

1 2 3 4 5

Were the publicity materials (press releases, public service announcements, etc.) helpful?

_____ yes _____ no

What Summer Reading Program activity was the most successful for your library?

_____

_____

_____

_____

_____

(OVER)

Was there any Summer Reading Program activity which did not work particularly well for your library?

Is there one element of the 1992 Summer Reading Program which you particularly liked or disliked?

Do you have a suggestion for the 1993 Summer Reading Program theme?

Any other comments on this year's Summer Reading Program?

Thank you!!

"Dragon Tales"

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Date: _____

Location: _____

1992 Summer Reading Program

I read some
"Dragon Tales"
this summer!

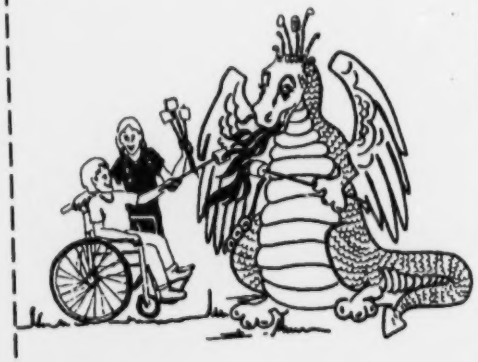
1992 Summer
Reading Program

9

1992 Summer
Reading Program

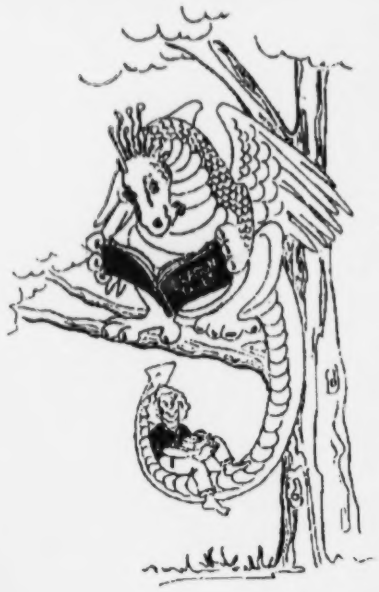
I read some
"Dragon Tales"
this summer!

I read some
"Dragon Tales"
this summer!



1992 Summer
Reading Program

1992 Summer
Reading Program



I read some
"Dragon Tales"
this summer!

10

"Dragon Tales"

1992 Montana Summer Reading Program

"Dragon Tales"

1992 Montana Summer Reading Program

"Dragon Tales"

1992 Montana Summer Reading Program

"Dragon Tales"

1992 Montana Summer Reading Program

Titles: _____

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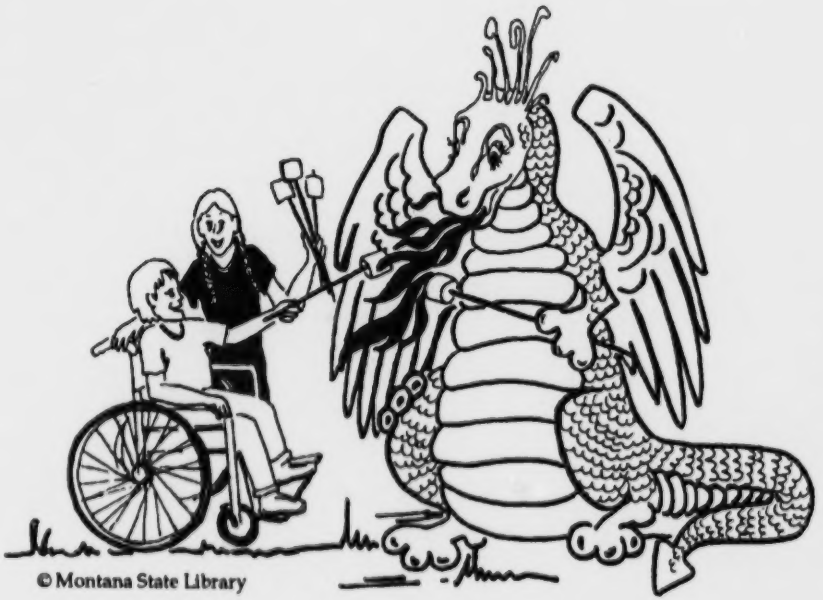
Name: _____

Address: _____

School: _____

1992 Summer Reading Program



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"Dragon Tales"

READING LOG

Books I Read This Summer:

Titles: _____

"Dragon Tales"

CERTIFICATE OF ACHIEVEMENT

Presented to: _____

FOR PARTICIPATION IN THE 1992 SUMMER READING PROGRAM

Awarded this day: _____

Location: _____

16 State Librarian: David T. Miller, Jr. Public Librarian: _____

17

Follow the path to the

Dragon's Treasure

Let reading open all the doors!

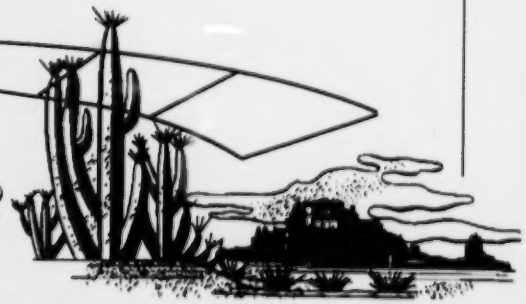
1 The door is locked. Do you have the key?

◀ Start

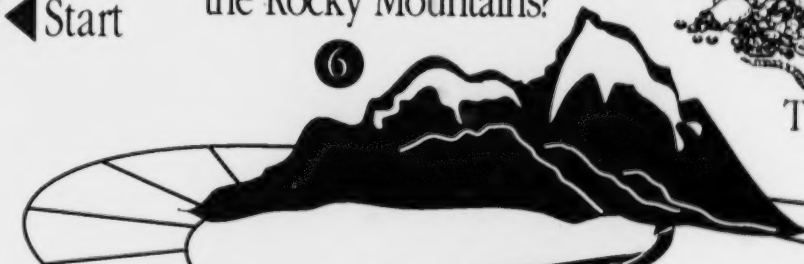
2 The canyon is too wide to jump across!

3 The Great Forest: How will you ever get through without getting lost?

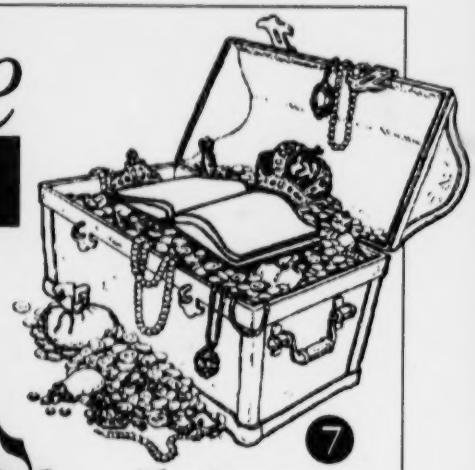
4 You've come to the Eastern Prairies and it's too far to walk across!



5 How will you get across the mighty Missouri River?

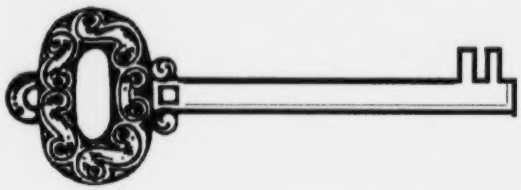


6 How will you get over the Rocky Mountains?



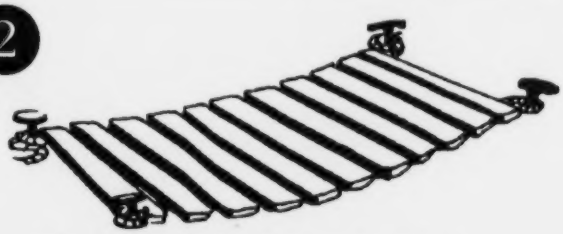
7 The Treasure Is Yours! End

1 Now you have the key!



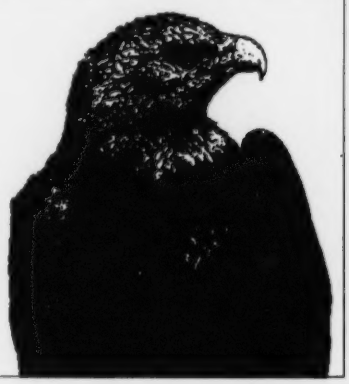
5 A boat will do!

2



There's a hidden bridge ... now you know where it is!

6 The dragon's friend, the eagle, will fly you across!



3 Let the elf of the forest show you the path!

7 Now that you have found the treasure, you can spend the rest of your summer reading with the dragon!

4

Now you have a horse to take you across!

Librarians: Copy these game cards onto colored paper and cut them out on the dotted lines. Then, each time a child reads, or has read to them, five books, give out the appropriate numbered card they need to move on to the next obstacle. Have a celebration for those who make it all the way to the dragon's treasure--that means they read 35 books!! (Be sure to award those who made it part of the way too.)

Bibliography

Picture Books and Easy Fiction

Author	Title	Publisher/Date
Barry, Robert	*Faint George*	Houghton Mifflin, 1957
Bloch, Marie	*Ivanko and the Dragon*	Atheneum, 1969
Blythe, Richard	*Dragons and Other Fabulous Beasts*	Grosset & Dunlap, 1980
Bright, Robert	*Richard Brown and the Dragon*	Doubleday, 1952
Cooper, Paul	*Dindle*	Putnam, 1963
Craig, M. Jean	*The Dragon in the Clock Box*	Norton, 1962
Cressey, James	*The Dragon and George*	Prentice-Hall, 1979
DePaola, Tomie	*The Knight and the Dragon*	Putnam, 1980
DePaola, Tomie	*The Wonderful Dragon of Timlin*	Bobbs-Merrill, 1966
Domanska, Janina	*King Krakus and the Dragon*	Greenwillow, 1979
Donnison, Polly	*William the Dragon*	Coward, 1973
Emberley, Ed	*Klippity Klop*	Little, Brown, 1974
Gannett, Ruth	*The Dragons of Blueland*	Random, 1950
Gannett, Ruth	*Elmer and the Dragon*	Random, 1950
Gannett, Ruth	*My Father's Dragon*	Random, 1948
Grahame, Kenneth	*The Reluctant Dragon*	Holiday, 1953
Hall, Rosalys	*Miranda's Dragon*	McGraw-Hill, 1968
Hillert, Margaret	*Happy Birthday, Dear Dragon*	Follett, 1977
Hillert, Margaret	*Let's Go, Dear Dragon*	Follett, 1981
Kahl, Virginia	*How Many Dragons Are Hiding Behind the Door?*	Scribner, 1977
Kent, Jack	*There's No Such Thing As a Dragon*	Golden, 1975
Kimmel, Margaret	*Magic in the Mist*	Atheneum, 1975
Kuskin, Karla	*Dogs and Dragons, Trees and Dreams*	Harper, 1980

Author	Title	Publisher/Date
Laurence, Ester	*We're Off To Catch a Dragon*	Abingdon Press, 1969
Mahood, Kenneth	*The Laughing Dragon*	Charles Scribner's Sons, 1970
McCrea, James	*The Story of Olaf*	Atheneum, 1964
McGovern, Ann	*Dragon Stew*	Follett, 1969
McKee, David	*Mr. Benn-Red Knight*	McGraw, 1968
Manning-Sanders, Ruth	*A Book of Dragons*	Dutton, 1964
Marshall, Archibald	*The Dragon*	Dutton, 1967
Murdocca, Sal	*Take Me to the Moon!*	Lothrop, 1976
Myers, Walter Dean	*The Dragon Takes a Wife*	Bobbs-Merrill, 1972
Nash, Ogden	*Custard the Dragon*	Little, 1959
Nash, Ogden	*Custard the Dragon and the Wicked Knight*	Little, 1961
Nesbit, Edith	*The Complete Book of Dragons*	Macmillan, 1972
Nesbit, Edith	*The Last of the Dragons*	McGraw-Hill, 1980
Palmer, Robin	*Dragons, Unicorns and Other Magical Beasts*	Walck, 1966
Pavey, Peter	*One Dragon's Dream*	Bradbury, 1978
Peet, Bill	*How Droofus the Dragon Lost His Head*	Houghton-Mifflin, 1971
Rainwater, Jeanette	*Dragon in a Wagon*	Western, 1966
Seidelman	*The Fourteenth Dragon*	Harlin Quist, 1968
Thayer, Jane	*The Popcorn Dragon*	Morrow, 1953
Tinkelman, Murray	*The Truth About Dragons*	Four Winds, 1980
Tripp, Wallace	*Sir Toby Jingle's Beastly Journey*	Coward, McCann, 1976
Van Woerkom, Dorothy	*Alexandra the Rock-Eater*	Knopf, 1978
Williams, Jay	*Everyone Knows What a Dragon Looks Like*	Four Winds, 1976

Author	Title	Publisher/Date
Williams, Jay	*The Practical Princess*	Parents' Magazine Press, 1969
Wolcott, Patty	*The Dragon and the Wild Fandango*	Addison Wesley, 1980
Yolen, Jane	*Dragon Night and Other Lullabies*	Methuen, 1980

Non-Fiction, Upper Grades

Arnold, Ralph	*Kings, Bishops, Knights and Pawns*	Grosset & Dunlop, 1963
Bell, Gerard	*Crusaders*	St. Martins, 1966
Buehr, Walter	*The Crusaders*	Putnam, 1959
Cairns, Trevor	*The Middle Ages*	Lerner, 1975
Davies, Penelope	*Growing Up in the Middle Ages*	Wayland, 1972
Davies, Penelope	*Town Life in the Middle Ages*	Wayland, 1972
Gail, Marzieh	*Life in the Renaissance*	Random House, 1968
Grant, Neil	*The Renaissance*	Franklin Watts, 1971
Hartman, Gertrude	*Builders of the Old World*	St. Martins, 1966
Hartman, Gertrude	*Medieval Days and Ways*	McMillan, 1961
Holden, Matthew	*The Crusaders*	Wayland, 1973
Kendall, Alan	*Elizabeth I*	Weyland, 1975
Mee, Lorenzo	*D'Medici and the Renaissance*	American Heritage, 1969
Powell, Anton	*Renaissance Italy*	Warwick, 1980
Shapiro, Irwin	*The Golden Book of the Renaissance*	Random House, 1968
Welder	*Knights of the Middle Ages*	Encyclopedia Britannica, 1963
West, Anthony	*The Crusades*	Random House, 1954
Williams, Jay	*Life in the Middle Ages*	Random House, 1960

Fiction, Upper Grades

Author	Title	Publisher/Date
Alexander, Lloyd	*The Book of Three*	Holt, 1964
	Sequels: *The Black Cauldron*	Holt, 1965
	The Castle of Llyr	Holt, 1966
	Taran Wanderer	Holt, 1967
	The High King	Holt, 1968
Babbit, Natalie	*The Search for Delicious*	Farrar, Straus & Giroux, 1969
Berenstain, Michael	*The Sorcerer's Scrapbook*	Random House, 1981
Blumberg, Rhoda	*The Truth About Dragons*	Four Winds, 1980
Eager, Edward	*Half-Magic*	Harcourt, 1954
Farmer, Penelope	*Castle of Bone*	Atheneum, 1972
Garner, Alan	*The Owl Service*	Collins, 1967
Grahame, Kenneth	*The Reluctant Dragon*	Holiday, 1938
Grahame, Kenneth	*Wind in the Willows*	Scribner, 1908
Jieatt, Constance	*Sir Gawaine and the Green Knight*	Crowell, 1967
Juster, Norton	*Phantom Tollbooth*	Random House, 1961
LeGuin, Ursula	*The Wizard of Earthsea*	Parnassus, 1968
	Sequels: *The Tombs of Atuan*	Atheneum, 1971
	The Farthest Shore	Atheneum, 1972
L'Engle, Madeline	*A Wrinkle in Time*	Ariel, 1962
	Sequels: *Wind in the Door*	Farrar, 1973
	Swiftly Tilting Planet	Farral, 1978
Lewis, C.S.	*The Lion, the Witch and the Wardrobe*	Macmillan, 1950
	Sequels: *Prince Caspian*	Macmillan, 1951
	The Voyage of the Dawn Treader	Macmillan, 1952
	The Silver Chair	Macmillan, 1953
	The Horse and His Boy	Macmillan, 1954
	The Magician's Nephew	Macmillan, 1955
	The Last Battle	Macmillan, 1956
Lively, Penelope	*Ghost of Thomas Kempe*	Dutton, 1973
MacDonald, George	*The Light Princess*	Farrar, 1969

Author	Title	Publisher/Date
Manning, Ruth	*A Book of Wizards*	Dutton, 1966
Mayer, Mercer	*Herbert the Timid Dragon*	Golden Press, 1980
O'Brian, Robert C.	*Mrs. Frisby and the Rats of NIMH*	Atheneum, 1971
Ormondroyd, Edward	*David and the Phoenix*	Follett, 1954
Ormondroyd, Edward	*Time at the Top*	Parnassus Press, 1963
Pearce, Philippa	*Tom's Midnight Garden*	Parnassus Press, 1959
Peck, Richard	*The Ghost Belonged to Me*	Viking, 1975
Peck, Richard	*Ghosts I Have Been*	Viking, 1977
Pyle, Howard	*The Merry Adventures of Robin Hood*	Scribner, 1883
Sendak, Maurice	*Higglety Pigglety Pop! Or There Must Be More to Life*	Harper & Row, 1967
Tolkien, J.R.R.	*The Hobbitt: Or There and Back Again*	Houghton, 1938
Van Allsburg, Chris	*The Garden of Abdul Gasazi*	Houghton, 1979
Van Allsburg, Chris	*Jumanji*	Houghton, 1981
Westall, Robert	*The Wind Eye*	Macmillan, 1976
White, T.H.	*The Sword in the Stone*	Collins, 1938

Short Stories for Easy Telling

Bang, Molly G.	*Wiley and the Hairy Man*	Macmillan, 1976
Ross, Eulalie S.	*The Bun*, in *The Buried Treasure and Other Picture Tales*	J.B. Lippincott, 1958
Phelps, Ethel J.	*Elsa and the Evil Wizard*, in *Maid of the North*	Holt, 1981
Phelps, Ethel J.	*Wild Goose Lake*, in *Tatterhood and Other Tales*	Feminist Press, 1978
Baker, Augusta	*The Hedgehog Who Became a Prince*, in *The Golden Lynx and Other Tales*	Lippincott, 1960

Author	Title	Publisher/Date
Bird, Traveller	*How the Animals Obtained Fire*, in *The Path to Snowbird Mountain*	Farrar, Straus and Giroux, 1972
Tashjian, Virginia	*The King With the Terrible Temper*, in *With a Deep Sea Smile*	Little, Brown, 1974
Gag, Wanda	*The Little Shepherd Boy*, in *More Tales From Grimm*	Coward-McCann, 1947
Gag, Wanda	*The Mouse, the Bird and the Sausage*, in *More Tales From Grimm*	Coward-McCann, 1947
Gag, Wanda	*A Trip to Schlaraffenland*, in *More Tales From Grimm*	Coward-McCann, 1947
Rackham, Arthur	*The Princess and the Pea*, in *The Arthur Rackham Fairy Book*	J.B. Lippincott, 1950
Perrault, Charles	*The Ridiculous Wishes*, in *Perrault's Complete Fair Tales*	Dodd, Mead & Co., 1961
Jacobs, Joseph	*The Strange Visitor*, in *English Fairy Tales*	Putnam, no date

Other Resources

Rivershore Reading Store has **dragon stamps** ($7; $20 for a set of 33 that tell a story) and a **dragon puppet** ($48). Contact: Rivershore Reading Store, 2005 32nd St., Rock Island, IL, 61201, 309-788-7717 for a catalog.

Films for preschool children:
The Reluctant Dragon, color, 1971, 12 min., Churchill
Grades 1-3:
Dragoncastle, color, 1981, 13 min., Little Red Filmhouse
How Hot is a Dragon, color, 1971, 11 min., Phoenix/BFA
Puff the Magic Dragon, color, 1978, 24 min., Coronet
The Reluctant Dragon, color, 1981, 19 min., Disney
The Spelling Dragon, color, 1982, 16 min., Phoenix/BFA
Grades 4-6:
The Hobbit, color, 1978, 78 min., Xerox
Last of the Red Hot Dragons, color, 1980, 27 min., Lucerne
The Sorcerer's Apprentice, color, 1980, 27 min., Pyramid
Young Adult:
Castle, color, 1985, 34 min., Lucerne
Macbeth, color, 1978, 36 min., National Geographic
The Prince and the Pauper, color, 1961, 28 min., Disney
Romeo and Juliet, color, 1968, 45 min., Paramount

Library for the Blind and Physically Handicapped "Dragon Tales"

Bibliography

Montana State Library for the Blind and Physically Handicapped
1515 E. 6th Ave.
Helena, MT 59620
406-444-2064
1-800-332-3400

INTRODUCTION

The Montana State Library for the Blind and Physically Handicapped is conducting a summer reading program for children who are patrons of our library or may be eligible to receive our services. The following bibliography contains books about dragons and related subjects which have been produced in braille or recorded format. All books listed may be borrowed by residents of Montana who are eligible for services from the Library for the Blind and Physically Handicapped. The eligibility requirements are:

* Blindness
* Visually Handicapped - persons who need aids other than regular glasses for reading standard printed materials
* Physically Handicapped - Persons unable to read or unable to use standard printed material as the result of a physical limitation
* Reading Disabled - Persons having a reading disability because of an organic dysfunction
* Deaf and Blind

A brochure and application for service accompanies this publication. Please inform any child who may be eligible about our service or refer them to our library for more information.

Our summer reading program has the same theme and goals as the program held by public libraries. We are encouraging children to read for fun!! There will be games, goals and prizes for the number of books read. We will monitor the program by encouraging the participants to call our toll-free number and tell us about the books they have read. Participation in story hours and activities of the public library reading program is encouraged and of course will count toward their final goal.

We have an impressive children's collection which covers a variety of interests and age levels. We are excited about our new program and hope that you will help us make others aware of it.

The bibliography is done alphabetically by author; listed under each author is the book title, a brief annotation, copyright date, and grade level. The grade levels are designed for print handicapped readers and provided by the National Library Service.

KEY TO ABBREVIATIONS

BR - Braille book produced by National Library Service

BRA - Braille books available from Multistate Centers.

RC - Cassette books recorded by National Library Service

RD - Recorded discs (records) by National Library Service

FD - Flexible discs (records) by National Library Service

For further information please contact:

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1515 East 6th Ave.
Helena, MT. 59620

Phone 444-2064
Toll free: 1-800-332-3400

BIBLIOGRAPHY

Library of the Blind and Physically Handicapped

Adler, C. S.

THE MAGIC OF THE GLITS (RC 21037)

Jeremy's summer at Cape Cod is bound to be a bummer. For one thing, he has a cast on his broken leg. For another, his mother commits him to baby-sitting a seven-year-old. Once she arrives, Jeremy has to admit that she's a pretty decent kid, and to entertain her he invents the Glits, magical creatures who can grant wishes. 1979. (5-8)

Aiken, Joan

NOT WHAT YOU EXPECTED: A COLLECTION OF SHORT STORIES (RC 10116)

Twenty-one short stories in which magic, merriment, and suspense create another world where anything is possible. A telephone puts a girl in touch with an ancient king, a dragon keeps a museum, and the devil conducts a pop music group. 1974. (6-9)

PAST EIGHT O'CLOCK: GOODNIGHT STORIES (RC 29499)

Eight bedtime stories that mix folklore and magic with modern attitudes and problems. The title story, "Past Eight O'Clock," tells of a society where the ominous Child Warden will punish any child he catches out after eight. Each story is based on a familiar lullaby or bedtime song. 1986. (2-4)

Alexander, Lloyd

THE FIRST TWO LIVES OF LUKAS-KASHA (RC 17443)

After paying a silver penny to a magician to perform in the town square, a carpenter's helper is conjured to a strange place where the people call him King of Abadan. He enjoys his position as king until grave dangers become apparent as he exercises his royal power. A fantasy. 1978. (5-8)

Almedingen, Martha Edith

THE KNIGHTS OF THE GOLDEN TABLE (BR 01764)

Twelve classic Russian stories from the 10th century tell of Prince Vladimir and his knights who defeat the witch Baba Yaga, outwit many other supernatural enemies, and win a bridge for their prince. 1964. (5-8)

Anckarsvard, Karin

THE ROBBER GHOST (BRA 08908)

A post office robbery in the little Stockholm suburb of Nordvik leaves everyone utterly perplexed. But two schoolchildren, Michael and Cecilia, begin to suspect the new people living in the ghostly old castle just outside of town. 1961. (4-7)

Anderson, Joy

JUMA AND THE MAGIC JINN (RC 26749)

Juma, a young Muslim boy in Kenya, loves to draw pictures and write poetry but hates school. Although he has been warned about the magic of jinns, he releases the jinn jar, and through a series of wishes, learns to appreciate both home and school. 1986. (K-3)

Anderson, John Lonzo

TWO HUNDRED RABBITS (RC 10398)

An old woman, a magic whistle, and a rabbit with wanderlust help a peasant boy earn a place in the kings palace. 1968. (2-4)

Arthur, Ruth M.

DRAGON SUMMER (BRA 07749)

In this English story, the narrator recalls the summer spent in the country when she was 12 and the strange adventures she shared with two friends. One of them features a benevolent ghost. 1962. (4-7)

Baldwin, James

FAVORITE TALES OF LONG AGO (BRA 11193)

Brief stories of such figures as Dick Whittington and King Arthur and his knights. 1955. (3-6)

Bauer, Caroline Feller

MIDNIGHT SNOWMAN (RC 29831)

In a town where it usually just rains, a magical joy fills the air one evening during a rare snowfall. The whole neighborhood joins a young girl and her friend in building a snowman. 1987. (Preschool-2)

Bennett, Anna Elizabeth

LITTLE WITCH (RC 27783)

Minikin Snickasnee can ride on a broom and brew magic spells, and doesn't ever have to go to school because she is a witch's daughter. But she is very unhappy because she wants to be just an ordinary child. 1953. (3-6)

Bland, Edith Nesbit

THE ENCHANTED CASTLE (RC 11778)

Tale of strange enchantment and of adventures which befall three children through the power of a wishing ring. 1974. (4-7)

Borges, Jorge Luis

THE BOOK OF IMAGINARY BEINGS (BR 01249)

Unicorns, dragons, and monsters are some of the imagined creatures in this collection. 1969.

Bright, Robert

RICHARD BROWN AND THE DRAGON (BRA 02448)

In this merry tale, Richard invents a fire extinguisher which works well on dragons. 1952. (3-6)

Brittain, Bill

DEVIL'S DONKEY (RC 19708)

Dan'l Pitt doesn't believe in magic until he comes up against a furious witch who works her most evil spell on him. A hair-raising tale. 1981. (3-6)

Bulla, Clyde Robert

THE SWORD IN THE TREE (BRA 01900)

Eleven-year-old Shan sets out for Camelot to ask King Arthur to help him find his father and hold out against his evil uncle. 1956. (2-4)

Carlson, Natalie Savage

A BROTHER FOR THE ORPHELINES (BR 04973) (BRA 07006) (RC 18380)

Josine, youngest resident in a girls' orphanage near Paris, is ecstatic to find a baby boy in a bread basket on the doorstep one morning. Known for being both stubborn and ingenious, Josine goes to extraordinary lengths to enable the orphanage to keep the baby boy. 2nd in Orphelines Series. 1959. (2-4)

A GRANDMOTHER FOR THE ORPHELINES (RC 23595) (BR 06369)

The fifty-one orphans who live in an old castle in a forest south of Paris decide they need a grandmother to make their lives complete. So they begin to look for a lady with a big, soft lap and an apron smelling of gingerbread. 5th in Orphelines series. 1980. (3-6)

THE HAPPY ORPHELINE (BR 04595) (RC 15968)

The twenty children in an orphanage outside Paris live such a happy life that their only worry is that someone might adopt them. 1st in Orphelines series. 1957. (2-4)

THE ORPHELINES IN THE ENCHANTED CASTLE (BRA 12618) (BR 05009) (RC 18379)

A group of Little French orphans begin to dream of being princesses with chivalrous knights to squire them when they are moved to a new orphanage with enough room for a boy's wing. 4th in Orphelines series. 1964. (2-4)

A PET FOR THE ORPHELINES (BRA 05825) (RC 18937) (BR 05109)

The twenty little girls in an orphanage outside Paris desperately want a pet, but they fight like cats over what kind. How can twenty girls decide on one animal? They can't, and the solution to their dilemma surprises everyone. 3rd in Orphelines series. 1962. (2-4)

SPOOKY NIGHT (RD 20863) (BR 05167)
A witch's black cat who wants to be a family pet must perform one last bit of Halloween magic before the witch will set him free. 1982. (K-3)

Carter, Dorothy Sharp
GREEDY MARIANI AND OTHER FOLKTALES OF THE ANTILLES. (RC 09173)
Twenty folk tales about people, animals, and magic reflecting the Caribbean countries from which they are gathered. 1974. (4-7)

Catling, Patrick Skene
THE CHOCOLATE TOUCH (RC 15879)
A boy acquires a magical gift that turns everything his lips touch into chocolate. 1952. (3-6)

Chew, Ruth
DO-IT-YOURSELF-MAGIC (BR 08169)
Rachel and her brother Scott find a "Build Anything Kit" in a discount store. Amid the box full of odds and ends is a double-headed hammer marked "sizer", which enables them to make objects larger of smaller. When the children spy a burglar about to steal their tv set, they zap him with the gadget. He escapes and runs into a toy castle, and the children promptly make themselves small enough to follow him. 1987. (3-6)

Christelow, Eileen
OLIVE AND THE MAGIC HAT (RC 28964)
Olive and Otis Opossum believe that the hat their mother is giving their father is a magic hat. When they accidently drop it out of the window onto Mr. Foxley's head, he too, comes to believe that the hat is magical. 1987. (preschool-2)

Christopher, John
DRAGON DANCE (BR 07160) (RC 26657)
Teenage cousins Simon and Brad, whisked from England to a parallel world in "Fireball", and continuing their fireball experiences in "New Found Land", now find themselves on the coast of California. After coming upon a strange pagoda, they are captured by slavers and taken to China. There they learn at last the secret of the fireball and encounter incredible practices of mind control. Conclusion of the Fireball Trilogy. 1986. (6-9)

FIREBALL (BR 05464) (RC 19491)
A gigantic fireball hits a quiet London suburb one night, knocking Simon and his American cousin into Roman Britain. Simon is sold as a gladiator while his cousin is sold separately to a wealthy Christian. 1981. (6-9)

NEW FOUND LAND (BR 05562) (RC 19938)
A fireball transports Brad and Simon from present-day England to a parallel world in which the Roman Empire has not jet collapsed. The boys set sail for America, still undiscovered, where they encounter hostile Indians, Vikings and Aztecs, and an unexpected civilization that puts them to the ultimate test. Sequel to Fireball. 1983. (6-9)

Cobb, Vicki
MAGIC...NATURALLY! (RC 11587)
Clear directions for thirty entertaining tricks with explanations of how and why each one works. All the tricks use readily available supplies. 1976. (5-8)

D'Aulaire, Ingri
THE MAGIC MEADOW (RC 10048)
A little Swiss boy dreams of a magic meadow and how it might bring good fortune to him and his grandfather. It does, but in a way that he never even imagined. 1958. (2-4)

De Angeli, Marguerite
THE DOOR IN THE WALL (BRA 06074) (RC 22885)
A crippled boy in fourteenth century England matures from whining invalidism to heroic courage when he saves a friend's castle from invasion by the Welsh. 1949. Newberry Award 1950. (4-7)

Dines, Glen
THE USEFUL DRAGON OF SAM LING TOY: STORY (BRA 06398)
A story about a San Francisco laundryman who took home what he thought was a lizard and found he had a dragon on his hands. 1956. (preschool-2)

Dobbs, Rose
ONCE UPON A TIME: TWENTY CHEERFUL TALES TO READ AND TELL (BR 01868)
A collection of familiar, humorous and easy-to-read stories ranging from "Clever Elsie" to "The Foolish Dragon". 1950. (2-5)

Du Bois, William Pene
OTTO AND THE MAGIC POTATOES (RC 12397)
Baron Backgammon, who grows the world's biggest roses and potatoes, wants to kidnap and study a dog two-and-a-half stories tall in hope of improving the quality of his enormous roses and potatoes. A lively farce. 1970. (K-3)

Duncan, Jane

CAMERONS AT THE CASTLE (BRA 01842)

The four Cameron children spend a summer helping their aunt restore Vannich Castle in the highlands of Scotland as a hotel. Legends of white hinds and missing jewels make the castle and exciting place particularly for the retarded five year old brother who makes the legends come true. 1965. (4-7)

Eager, Edward McMaken

HALF MAGIC (RC 10135)

Jane finds an ancient, magic coin that grants half of any wish. Humorous fantasy. 1954. (4-7)

KNIGHT'S CASTLE (RC 10134)

A battered, old lead soldier takes Roger, Roger's sister, and their cousins back to the days of Ivanhoe and Robin Hood. Humorous fantasy. 1956. (4-7)

MAGIC BY THE LAKE (RC 09699)

When four children find a whole lake full of magic, they must learn how to tame and handle it, and how to find the treasure that waits at the end. Humorous fantasy. 1957. (4-7)

MAGIC OR NOT? (RC 09809)

Laura and her brother find an old well and when Laura's first wish seems to be granted magically, they are pretty sure they have found a magic wishing well. 1959. (4-7)

SEVEN-DAY MAGIC (RC 10136) (BRA 12283)

Five children find what looks like an ordinary, shabby book, but they soon discover they can create their own incredible magic by wishing with the book. 1962. (4-7)

THE WELL-WISHERS (RC 09812)

Just when the children think the magic in the old well is all played out, the most unexpected things happen, beginning with the strange appearance of a witchlike old woman. 1960. (4-7)

Finger, Charles Joseph

TALES FROM SILVER LANDS (RC 24830)

The folk magic of a land of silver cascades, mist-shrouded mountains, and wide pampas fills these nineteen South American stories. 1924. Newberry Award. (4-7)

Fleming, Ian

CHITTY CHITTY BANG BANG (RC 26681)

The adventures of a spirited British family in their magical car that not only rides, but also flies and sails. They set out for a quiet picnic by the English Channel but end up in Paris in pursuit of a gang of criminals. 1964. (4-7)

Gannett, Ruth Stiles

ELMER AND THE DRAGON (BRA 07120)

A storm forces Elmer Elevator and the blue-and-yellow striped baby dragon to an island in the middle of the ocean where all the canaries are sick with curiosity. Sequel "My Father's Dragon". 1950. (4-7)

MY FATHER'S DRAGON (RC 25589) (BRA 07124)

When Elmer Elevator befriends and old alley cat, he hears the story of the captive baby dragon on wild island and decides to rescue him. 1986. (4-7)

Godden, Rumer

THE DRAGON OF OG (RC 19719)

For hundreds of years the gentle Dragon of Og has quietly eaten and occasional bullock from the herd of the Lord of the castle. No one has minded because the Dragon brings luck to the countryside. But the lord, a stubborn and stingy man, declares war against the Dragon and hires a courtly knight to kill him. A witty story based on an old Scottish Legend. 1981. (4-7)

Grahame, Kenneth

THE RELUCTANT DRAGON (BRA 01597) (RC 17014)

This story tells about a boy who makes friends with a dragon and sets up a match between him and St. George. 1966. (3-6)

Greer, Gery

MAX AND ME AND THE TIME MACHINE (RC 21794) (BR 05796)

Steve buys a time machine at a yard sale and takes his friend Max to the year 1250, where they land in the middle of a jousting match with an evil knight as their opponent. 1983. (5-8)

Green, Phyllis

EATING ICE CREAM WITH A WEREWOLF (RC 21777)

A wacky babysitter and her book of magic spells keep Brad and his little sister guessing the entire week their parents are away on a trip. 1983. (4-7)

Hall, Aylmer

THE SEARCH FOR LANCELOT'S SWORD (BRA 09082)

The discover of a Bronze Age sword in a crumbling Welsh castle spurs Gwen and Hugh Pryce to search for a matching sword reputedly carried by the chief Lieutenant of King Arthur. 1962. (5-8)

Hambly, Barbara

DRAGONSBANE (RC 26667)

When the fearful dragon, Morkeleb, attacks Vlferdun, Prince Gareth seeks the only living dragansbane, John Aversin, to ask for help. Instead of a dashing, heroic figure, he finds an unpretentious farmer whose only dragon kill was reluctantly done through necessity. John is persuaded to go with Gareth, and takes along Jenny, a half-taught sorceress. An it is Jenny who finally faces the dragon. 1985. (junior & senior high)

Hamilton, Gail

TITANIA'S LODESTONE (BR 3194)

After roaming abroad with her gypsy like family, Priscilla dreams of returning to America and settling into an all American community in Maine. But her family chooses an abandoned, half-built castle near Boston, where she again feels like and outcast. 1975. (6-9)

Hamilton, Virginia

THE MAGICAL ADVENTURES OF PRETTY PEARL (RC 23813)

Pretty Pearl, a spunky African child god, travels to America atop a slave ship to learn more about humankind. She disguises herself as a human and lives with a band of free black folk in their forest stronghold. An imaginative tale that blends history and mythology. 1983. (6-9)

Hancock, Sibyl

ESTEBAN AND THE GHOST (RD 20306) (BR 05606)

A merry Spanish tinker spends Halloween night in a haunted castle waiting for a ghost who has terrified the entire countryside. When the strange figure finally appears, it is unlike anything Esteban could possibly have imagined. 1983. (K-3)

Hastings, Selina

SIR GAWAIN AND THE LOATHLY LADY (RC 26382)

Retelling of an Arthurian legend. King Arthur's life is saved by a hideous hag, but in exchange he must give one of his knights to be her husband. 1985. (4-7)

Hieatt, Constance B.

THE CASTLE OF LADIES (RC 07889)

Gallant Sir Gawain vows to help the proud and Haughty Lady Maudisante, who takes him for a greasy kitchen hand. 1973. (5-8)

Hightower, Florence

DREAMWOLD CASTLE (RC 13777)

Lonely and friendless in a new town, Pheobe is flattered by the overtures of a wealthy schoolmate who involves her in a world of lies and deception. Phoebe finds herself caught between her conscience and her dreams. A suspenseful tale. 1978. (5-8)

Hodges, Margaret

SAINT GEORGE AND THE DRAGON: A GOLDEN LEGEND (RC 22236)

A dramatic retelling of the classic tale recounts the battle between brave Saint George, the Red Cross Knight, and the deadly dragon that has terrorized the countryside for years. 1984. Caldecott Medal 1985. (2-4)

Hunter, Mollie

THE KNIGHT OF THE GOLDEN PLAIN (RC 23189)

In a wonderfully vivid daydream a young boy becomes a fearless knight. He rides off on his great black horse "Midnight" to slay dragons, banish witches, and rescue a princess. 1983. (1-4)

Ichikawa, Satomi

NORA'S CASTLE (BR 07521)

With Maggie, her doll; Teddy, her stuffed bear; and Kiki, her dog. Nora sets out to explore the mysterious castle on the hill. 1986. (preschool-2)

Johnston, Tony

THE WITCH'S HAT (RC 23494)

When a witch drops her tall black hat into her magic pot of brew, the mischievous pot begins to play tricks on her. 1984. (preschool-2)

Jones, Diana Wynne

HOWL'S MOVING CASTLE (RC 25892)

As the eldest of three daughters, Sophie Hatter knows that according to fairy tale convention she's expected to fail first and worst when she sets out to seek her fortune. When the Ingarian countryside is threatened by both the moving castle of Wizard Howl and the schemes of the Witch of the Waste. Sophie finds a kind of courage and determination she's never known before. A magical fantasy. 1986. (6-9)

Keller, Beverly

A SMALL, ELDERLY DRAGON (BR 07458)

A fun-filled spoof on fairy tales. Blystfylyl, a dragon past his prime, is no longer interested in hurting anyone, especially the citizens of the chaotic kingdom of Minervia. But when a housing development threatens the peace and quiet of his lair, he has no choice but to create an uproar. Then an evil sorcerer turns Bly into a parrot and takes over the kingdom. 1984. (4-7)

Kennedy, Richard

AMY'S EYES (RC 25389)

In this wacky, action-packed, magical fantasy, Amy's father leaves her and her doll Captain at the Ladies of St. Anne's orphanage for girls, After ten years, Captain comes to life and leaves to seek his fortune at sea, promising to return for Amy. The magic increases as Amy becomes a doll, and they sail the dangerous seas with a crew of enchanted animals, in search of a golden treasure. 1985. (5-8)

Kimmel, Margaret Mary

MAGIC IN THE MIST (RC 25653)

Thomas, who lives in west Wales at the edge of the bog, has studied long and hard to be a wizard. But his magic is too weak to even light a fire to keep his house warm. His only companion is a small toad names Jeremy, who brings magic through a song. 1975. (preschool-2)

Kipling, Rudyard

JUST SO STORIES (RC 15503)

Tales about the adventures of various animals in the High and Far-off times. 1912. (3-6)

PUCK OF POOK'S HILL (RC 28164)

A collection of short stories by the 1907 Nobel Prize Winner. Includes Weldan's Sword, Young Men at the Manor, The Knights of the Joyous Venture, and others. 1987. (6-9)

Kraske, Robert

MAGICIANS DO AMAZING THINGS (RC 18632)

Reveals the secrets of six of history's greatest magic tricks, including Houdini's walk through a brick wall and a baffling trick that fooled the King of France. 1979. (3-5)

Lasker, Joe

A TOURNAMENT OF KNIGHTS (RC 26233)

Justin, a young knight in the Middle Ages, fights his first tournament against Sir Rolf, and older, more experienced knight. 1986. (2-4)

Leaf, Margaret

EYES OF THE DRAGON (RC 27768)

The people of a small chinese village build a wall around their village to keep it safe and hire the famous dragon painter, Ch'en Jung, to decorate the wall. They agree to pay him forty pieces of silver, but when they find that the dragon has no eyes, they refuse to pay until eyes are added. 1987. (preschool-2)

Leedy, Loreen

THE DRAGON HALLOWEEN PARTY (RC 27806)

Ma Dragon and her ten children are having a Halloween party! Woven into the story are directions for making costumes, decorations, and delicious treats; and suggestions for games and activities. 1986. (preschool-2)

L'Engle, Madeleine

DRAGONS IN THE WATERS (RD 10100)

Abroad a freighter bound for Venezuela, Poly and Charles O'Keefe encounter and imposter, the theft of an irreplaceable portrait of Simon Bolivar, and murder for which all the passengers and crew become suspect. 1976. (6-9)

Levoy, Myron

THE MAGIC HAT OF MORTIMER WINTERGREEN (RC 30286)

Poor Joshua and Amy Baines! Their parents are accidentally killed by cavalrymen, and now they must live with their evil Aunt Vootch, who delights in punishing them. But on the day they receive their most terrible punishment, they manage to run off with the amazing magician, Mortimer Q. Wintergreen, who owes his fame to his magical hat. The hat can provide whatever is needed if it's in the mood. 1988. (4-7)

Lewis, C. S.

THE HORSE AND HIS BOY (BRA 02008) (BR 07216) (RC 17438)

A talking horse and his boy escape from a barbaric army marching to attack the Land of Narnia. Their race to warn of the army's advance on the king's castle is fraught with danger. 5th in Chronicles of Narnia series. 1954. (4-7)

THE LAST BATTLE (BRA 01381) (RC 16988)

Two children from beyond the World's End come to the aid of the young king in Narnia's last battle with the evil Calormens. 7th in Chronicles of Narnia series. 1956. (4-7)

THE LION, THE WITCH AND THE WARDROBE (BRA 02301) (BR 07236) (RC 16982)

Four English children find their way through a huge wardrobe in an old house to the mysterious Land of Narnia, which is suffering under the spell of the white witch. 1st in Chronicles of Narnia series. 1950. (4-7)

THE MAGICIAN'S NEPHEW (BRA 06382) (BR 07215) (RC 16987)

Two children travel back to the dawn of time, when animals first talked and people from our world first visited the magic land of Narnia. 6th in Chronicles of Narnia series. 1955. (4-7)

PRINCE CASPIAN, THE RETURN TO NARNIA (RC 16984)
Four English children return to the magic land of Narnia to aid Prince Caspian in his struggle against his murderous uncle. 2nd in Chronicles of Narnia series. 1951. (4-7)

THE SILVER CHAIR (BRA 00731) (BR 07237) (RC 16986)
Two children search for the missing son of Prince Caspian in the magic world of Narnia, where they meet talking owls, underworld worms, a centaur, and a witch. 4th in Chronicles of Narnia series. 1953. (4-7)

THE VOYAGE OF THE DAWN TREADER (BRA 00382) (BRA 15665) (BR 07313) (RC 16985)
The adventure of two boys and a girl aboard a magic ship with Prince Caspian, who takes them past islands and sea monsters to the Land of Narnia. 3rd in Chronicles of Narnia series. 1952. (4-7)

Littledale, Freya
THE MAGIC FISH (RC 28080)
A simple adaptation of Grimm's classic tale in which a poor fisherman's greedy wife loses all that she has been granted by a magic fish. 1985. (preschool-2)

Lively, Penelope
THE WHISPERING KNIGHTS (BRA 15576)
Three children concoct a witch's brew that conjures up Morgan Le Fay, Legendary witch sister of King Arthur. 1971. (5-8)

Lofts, Norah
THE MAUDE REED TALE (RD 07021)
Though Maude Reed wants to be a wool merchant, not a lady, her determined family sends her to a castle in Sussex to learn needlework, lute playing and manners. 1972. (6-9)

Lopshire, Robert
PUT ME IN THE ZOO (RC 22797)
An easy-to-read story about a magical dog who joins the circus because the zoo won't have him. 1960.(Preschool-2)

Manning-Sanders, Ruth
A BOOK OF DRAGONS (BRA 00455)
A collection of folk and fairy tales all about dragons. 1964. (3-6)

Martin, C.L.G.

THE DRAGON NANNY (RC 32454)

When Nell Hannah is tossed out of her job as nanny to the prince and princess because the king feels that she is too old, she finds herself in the forest facing the prospect of becoming lunch for Dragonia the dragon. Soon, however, she proves herself an able nanny for dragon children as well. 1988. (K-3)

Mayer, Marianna

IDUNA AND THE MAGIC APPLES (RC 30496)

In ancient times the Norse gods dwelt in the land called Asgard. Of all the gardens there, none was more beautiful than Iduna's for nothing withered and nothing died. Iduna possessed a special treasure--a golden chest of magic apples that kept the gods immortal. But the evil giant Thiassi vowed to capture Iduna and her magic apples. 1988. (3-6)

Mayne, William

UNDERGROUND ALLEY (BRA 08304)

An English schoolgirl becomes interested in the history of a castle on the hill outside town. Her searches through it turn up a secret subterranean passage that leads to an amazing treasure. 1958. (5-8)

McGowen, Tom

DRAGON STEW (BR 01194)

The King likes to eat but his royal chef can't cook, yet when the king orders dragon stew things work out well for everyone including the dragon. 1969. (K-3)

THE MAGICIAN'S APPRENTICE (RC 31655)

When Tigg, a twelve-year-old pickpocket, is caught searching magician Armindor's house, the magician takes him on as an apprentice. Armindor proposes a journey to the Wild Lands and Tigg agrees to come along. On the way Tigg rescues Reepah, a furry creature, who warns them that they are being followed by the evil "Isst." Armindor ignores the warning until it is nearly to late. 1987. (5-8)

THE MAGICIANS' CHALLENGE (RC 31610)

Armindor the magician, and Tigg, his apprentice, head toward their southern homeland with Jilla, the puppeteer, and the grubber Reepah. They are on a mission to warn the cities of the threat from the evil green, intelligent ratlike creatures. Their first destination, Orrello, is destroyed before they arrive, so they begin a hazardous journey to Ingarron. Sequel to "The Magician's Company." 1989. (5-8)

THE MAGICIAN'S COMPANY (RC 31609)
The magician Armindor, Tigg, his apprentice, and puppeteer Jilla are in the city of Inbal. They are still carrying the mysterious ancient objects from the Age of Magic. Armindor plans to ask his fellow magicians to help him discover the purposes of the objects. They are also carrying a warning that green, intelligent ratlike creatures, plan to destroy all humans. Sequel to "The Magician's Apprentice." 1988. (5-8)

Miller, Jay
MAGIC TRICKS (RC 10697)
Directions for performing simple magic tricks using everyday objects such as soda pop cans, newspapers, and coins. 1975. (4-7)

Nixon, Joan Lowery
A DEADLY GAME OF MAGIC (RC 22786)
Trapped inside a strange house where they have taken shelter during a storm, Lisa and her friends find themselves unwilling players in a cat-and-mouse game with a murderous magician. 1983. (6-9)

Norton, Andre'
RED HART MAGIC (RC 12262)
A time-warp fantasy in which an exquisite miniature of an old inn carries Chris and his new stepsister back to the time of King James in England, where they test their courage against danger. 1976. (5-8)

STEEL MAGIC (BR 00775)
While exploring an abandoned building, three children pass through a doorway and find themselves in the long-ago land of Avalon. An armor-clad knight begs their help in recovering three magic talismans. 1965. (5-8)

Orgel, Doris
A CERTAIN MAGIC (RC 12272)
Jenny's accidental discovery of a diary her aunt kept as a girl during World War II leads her to old secrets and a mystery that extends into the present. 1975. (5-8)

Paterson, Katherine
PARK'S QUEST (RC 29101)
Like the knights in his Arthurian fantasies, Park has a quest to find out about his father who was killed in Vietnam. The Vietnam War Memorial arouses his need to know, and he goes to visit his father's family at their Virginia farm. There he finds a disabled grandfather, an uncle, a Vietnamese girl, her mother, and a host of other surprises. 1988. (6-9)

Peare, Catherine Owens

MELOR, KING ARTHUR'S PAGE (BRA 10813)

Twelve-year old Melor, a nobleman's son in medieval Wales, is bound to the service of the wicked King Eirig. His brave resistance to an evil master becomes known to King Arthur, who makes him a page in his own court at Camelot. 1963. (3-6)

Pinkwater, Daniel Manus

ATTILA THE PUN: A MAGIC MOSCOW STORY (RC 19865)

When the mystic seer of Hoboken and the employees of the Magic Moscow ice-cream parlor summon the ghost of a famous person, they get a punster with a collection of 1500-year-old jokes. A preposterous companion piece to "Magic Moscow". 1981. (4-7)

THE MAGIC MOSCOW (RC 18867)

The offbeat adventures of Edward, scrawny-looking grandson of a famous television sled dog, and his owner, who runs a peculiar ice cream stand in Hoboken, New Jersey. Droll humor. 1980. (4-7)

Politi, Leo

MOY MOY (RC 11926)

A Chinese-American girl who lives on Chanking Street in Los Angeles enjoys the delights of the Chinese New Year--dragon parade, firecrackers, goodies, toys, and other surprises. 1960. (K-3)

Pope, Elizabeth Marie

THE PERILOUS GARD (RC 08042)

Imprisoned in a remote castle in 1558 Kate Sutton finds herself struggling for a young man's life against the power of the Queen of the fairy folk. 1974. (5-8)

Price, Susan

THE GHOST DRUM (RC 28585)

In a faraway, magical land there is a cat, and this is the tale she tells. It is the tale of Chingis, daughter of a slave, raised by a witch to be a Woman of Power. It is the story of Safa, the czar's son, who has spent his entire life locked in a windowless room. It is the story of how these two lonely people come together to fight their powerful enemies. 1987. (5-8)

Pyle, Howard

MEN OF IRON (BRA 07853) (RC 23880)

The age of chivalry is depicted in this story of the training of young nobles in the days of Henry IV. A young boy proves his manhood when he vanquishes his father's enemy. 1919. (6-9)

Reit, Seymour

BENVENUTO (BR 2706)

Paolo returns to New York City from summer camp with a most unusual pet in his cardboard carton--a lovable baby dragon. 1974. (3-6)

Reuter, Bjarne B.

BUSTER'S WORLD (RC 32315)

Buster Mortensen, the son of a conjuror and the grandson of Oregon the Cannon King, lives in Copenhagen. He copes with life's disappointments by mastering new magic tricks that awe and amaze his schoolmates and acquaintances. Life can be rough, and Buster's magic helps him deal with an invalid neighbor, an alcoholic father and cruel classmates. 1989. (5-8)

Rohmer, Harriet

THE MAGIC BOYS: LOS NINOS MAGICOS (RC 17754)

A short folk legend of the Maya Indians of Guatemala telling how two magic boys living in the forest come to live in their grandmother's house. In Spanish and English. 1975. (For children and adult readers)

Rosen, Sidney

GALILEO AND THE MAGIC NUMBERS (RC 28660)

Today Galileo is nine years old, and today he will begin attending the school of Master Borghini. Immediately fascinated with the number magic of Pythagoras, he will soon challenge the physics of Aristotle, and in time will even question what is called divine law. 1958. (6-9)

Schiller, Barbara

THE KITCHEN KNIGHT (BR 00226)

Gareth, one of the lesser of King Arthur's knights, had to serve for a year in the king's kitchen before he was knighted and allowed to go on a guest. This story of his heroic deed is adapted from Malory's Morte d'Arthur. 1965. (3-5)

Sharp, Margery

THE RESCUERS (BRA 13695) (RC 25863)

Miss Bianca, an elegant and clever spy for the Mouse Prisoners' Aid Society. Leads a rescue party in its search for a mouse poet held captive in the horrid Black Castle. 1959. (3-5)

Shura, Mary Francis

THE NEARSIGHTED KNIGHT (BR 00390)

A comic fantasy on the familiar theme of a difficult princess and questing knight, but the characters peculiarities produce a rather unconventional fairy tale. 1964. (4-6)

Spicer, Dorothy Gladys

THIRTEEN MONSTERS (BRA 09907)

Folk legends of giants, ogres, and demons - both good and bad--from England, Ireland, Scotland, the Netherlands, and France. Includes "Peter and the Fire Breathing Dragon". 1964. (3-6)

Sutcliff, Rosemary

THE LIGHT BEYOND THE FOREST (RC 20071)

A haunting retelling of the adventures of King Arthur's knights. Sir Lancelot, Sir Galahad, Sir Bors, and Sir Percival, as they search for the Holy Grail. Only one of the Knights can be successful because only the world's most perfect knight may even approach this most holy relic. 1979. (6-9)

THE SWORD AND THE CIRCLE: KING ARTHUR AND THE KNIGHTS OF THE ROUND TABLE (RC 19966)

Retells the adventures of King Arthur, Sir Lancelot, and other knights of the Round Table. When the boy Arthur pulled the mysterious sword from the stone, he changed his destiny and Britain's forever. This account tells about Arthur's reign as king, his marriage to Guenever, the magic of Merlin, and the evil of Morgan La Fay. 1981. (6-9)

Townsend, John Rowe

NOAH'S CASTLE (RC 16672)

A chilling novel set in the near future, when money is worthless and food almost impossible to find. Barry Mortimer questions his miserly father's bizarre behavior, setting off a desperate struggle for survival. 1975. (junior & senior high)

Turska, Krystyna

THE MAGICIAN OF CRACOW (RC 11927)

A magician who wants to go to the moon sells his soul to the devil to get his wish. An old Polish folktale. 1975. (K-3)

Van Woerkm, Dorothy

ALEXANDRA THE ROCK EATER: AN OLD RUMANIAN TALE RETOLD (RD 13160)

A clever peasant woman with one hundred hungry children to feed tries to outwit a young dragon and his mother. A retelling of an old Rumanian folktale. 1978. (K-3)

Various Authors

DRAGONS & DREAMS: A COLLECTION OF NEW FANTASY AND SCIENCE FICTION STORIES (RC 25544)

In these ten fantasy and science fiction stories we sample nightmares that come true, a dragon tale, a wizardly adventure, the mysterious world of the sea, and much, much more. 1986. (6-9)

ONCE UPON A TIME--: CELEBRATING THE MAGIC OF CHILDREN'S BOOKS IN HONOR OF THE TWENTIETH ANNIVERSARY OF READING IS FUNDAMENTAL. (RC 30836)

A collection of reminiscences, anecdotes, and stories by well-known authors and illustrators such as Beverly Cleary, Judy Blume, Virginia Hamilton, and Trina Schart Hyman about books and the experiences of reading. 1986. (5-6)

Wayne, Jenifer

SPROUT AND THE MAGICIAN (RC 14377)

Sprout sets out to uncover the truth when his little sister's birthday rabbit disappears and all evidence points to the magician who performed at her birthday party. A humorous adventure. 1977. (3-6)

Willard, Nancy

A VISIT TO WILLIAM BLAKE'S INN: POEMS FOR INNOCENT AND EXPERIENCED TRAVELERS (RC 19591)

A collection of magical poems about life at an imaginary inn describes the curious menagerie of characters who work and visit there. 1981. (2-5)

Wilson, Sarah

BEWARE THE DRAGONS (RC 24701)

Tildy has been warned by her mother about the terrible dragons in the bay. One day Tildy's boat gets caught in a storm, and the little girl finds herself surrounded by dragons, lonely dragons. 1985. (preschool-2)

Winthrop, Elizabeth

THE CASTLE IN THE ATTIC (RC 24452)

William is sad when Mrs. Phillips the housekeeper, leaves. She entrust him with a special gift of a miniature castle complete with drawbridge and a silver knight. William soon discovers that the castle is enchanted and contains a magical land of wizards and dragons. 1985.
(4-6)

Wolkstein, Diane

THE MAGIC ORANGE TREE, AND OTHER HAITIAN FOLK TALES (RC 12963)

Twenty-seven spirited tales in which magic becomes real. An orange tree grows at the command of a mistreated child, a bone sings, and animals become human before changing to animals again. 1978. (5-8)

THE MAGIC WINGS: A TALE FROM CHINA (RC 21790)
A goose girl who dreams of flying causes all the girls and women in the town--from the grocer's daughter to the princess--to try to sprout wings. 1983. (2-4)

Yep, Laurence
DRAGON OF THE LOST SEA (RC 26538)
When thirteen-year-old Thorn befriends an old beggar woman, he has no idea that it is really Shimmer, outlawed Princess of the Dragon Clan, in human guise. Together they set out on a fantastic adventure to find the enchantress Civet and force her to return the Lost Sea to the dragons, from whom it was stolen. 1982. (5-8)

DRAGON STEEL (RC 26539)
Shimmer, outlawed princess of the Dragon Clan, expects to be reinstated as princess as a reward for capturing the enchantress Civet. Instead, the dragon king imprisons her and Thorn, her young human companion. Will they be able to escape and continue their struggle to have the Lost Sea returned to the dragons. 1985. (5-8)

Yolen, Jane H.
HEART'S BLOOD (RC 22373)
Jakkin, now a free dragon trainer, has his plans abruptly changed when he is asked to infiltrate rebel forces taking hold on the planet. 2nd in the Pit Dragon trilogy. 1984. (5-8)

DRAGONS'S BLOOD (RC 22372)
Jakkin Stewart steals a hatchling dragon and trains it secretly in the desert. If Heart's Blood, the young dragon, can win in the gaming pits, his young owner can buy his freedom and win the love of a mysterious girl. Jakkin can't even think of what would happen if his dragon loses. 1st in the Pit Dragon trilogy. 1982. (5-8)

A SENDING OF DRAGONS (RC 29652)
Falsely accused of sabotage, Jakkin and Akki flee to the wilderness with the five dragon hatchlings of the deceased Heart's Blood. Forced by searching helicopters to go farther into the mountains, they take refuge in a hidden tunnel where they are captured by an underground tribe of primitive people. 3rd in the Pit Dragon Trilogy. 1987. (5-8)

Program Ideas

You will find patterns for a few craft projects, puzzles and activities, and bibliographies later in this manual. Below are some descriptions of other ideas you can use in the library this summer.

1. Have a storytelling workshop and contest. Plan a program where you tell stories and explain some of the techniques of learning stories and telling stories to children. Then, later in the summer, hold a storytelling contest for children. Award prizes to the best storyteller in various age groups. Get volunteer judges such as local teachers, school librarians, newspaper reporter, or radio personalities. This will work best with children eight and up.

2. Puppet class. Schedule a one, two, or three session puppet workshop for children. Set age limits and require preregistration. Limit the number of children who may sign up. Hold a session each on making paper bag, paper plate, and sock puppets. Set up boxes for stages and let children do impromptu shows. Dragon puppet making can be done easily with paper bag or sock puppets. Some children may prefer making something different such as a wizard, witch, knight or other related or unrelated character. There are directions later in the manual for a simple felt puppet.

3. Sponsor a chess tournament or a Dungeons and Dragons tournament in the library. This would be a good activity for older children who frequently lose interest in using the library during the summer.

4. Have a medieval festival or tournament. Activities could include events such as a three-legged race and a tug-of-war, treasure hunts, and magic show. There could be a recorder player or groups providing appropriate music, storytelling, and puppets. Encourage children to make a simple costume for the event.

5. A dragon mural can be made as a group picture. Use a mural-size piece of paper sectioned off. Let each child draw one section of the dragon.

6. Create dragons in stages. Give children paper and materials for a collage. Devide into groups of five. Tell children they are going to make an imaginary dragon. Let each child work on a dragon for two minutes, then have them pass their papers to the next person on the right and get a paper from the child on the left. Let them work on these for two minutes and switch again. Continue until each child has worked on five pictures (adapted from <u>This Way to Books</u> by Carolyn Feller Bauer).

7. Make an enchanted stone. Have a selection of stones washed and dried. Spray paint and let them dry again. This should be done before the program. Let each child choose a stone and paint a magical design on it -- whatever they imagine. When they are dry, spray twice with shellac or hair spray letting them dry between applications.

IDEAS AND SUGGESTED ACTIVITIES

Dragons come in many different shapes and sizes. They live in caves, mountains, underwater, and other places. They appear in the stories and legends of people the world over. Although dragon lore from Great Britain and China is perhaps the best known, there are dragons in the tales and folklore of countries around the world. For example, a story from Ghana about Anansi involves a dragon. As you use dragons in programs and displays, be sure to feature dragons from a variety of cultures and countries.

With the increase in interest in dragons, unicorns, and other mythical creatures in recent years, there have been numerous books on the topic for adults as well as children. A fanciful book for adults written as if based on factual information is Dragons and Unicorns: A Natural History by Paul and Karin Johnsgard (St. Martin's, 1982). Tidbits from this book could be used and other books with information about dragons could be used with children at programs. The following excerpt about children and dragons is a good example.

> All recent evidence indicates that although dragons have ocassionally been known to capture young children and carry them off, there is nothing to indicate that the dragons have ever done them any harm. Instead, dragons consider children ideal pets and playmates for the young dragonlings and invariably treat the human children as well as their own offspring. Dragonesses often construct little lean-to huts for the children to sleep in, gather mushrooms and berries for them to eat, and encourage them to cuddle up with the young dragonlings on cold nights....
>
> In a few cases "dragon-children" have kept diaries or have written down their memories in later years, and it is clear from such evidence that these people have usually considered their dragon-summer to have been the best summer they ever spent, since they didn't have to mow the lawn, wash the dishes, or scrub the floors. Mother dragons are reportedly remarkably good housekeepers, and their weyrs are kept spotlessly clean. Some children are initially upset about eating from the floor of the cave rather than at tables and about the lack of silverware, but they soon come to think of the whole experience as a gigantic camping trip. Most, however, do find it awkward to adjust to the dragon's daily schedule, since dragons tend to sleep during most of the daylight hours and perform all their foraging, play, and other activities at night.
>
> Johnsgard, pp. 64-66

Fairy Tales

This is a perfect time to blow the dust off your 398 section of the library. Display fairy tales, suggest them to children, and use them liberally in programs. Tell stories. Look for some of the very attractive picture book versions of classic tales which are really for school age children, and share them in your programs. Use films and filmstrips of fairy tales. Act out fairy tales with groups of children. Create simple puppet plays to introduce these stories to children.

8. Make banners with a family crest or coat of arms. Have patterns of shield outlines available for the children to use. Show children examples of shields from books on knights and the Middle Ages. Encourage children to put something on the shield that they feel represents their family.

9. Stained glass pictures can be made by gluing colored tissue paper to form a design on plastic canister lids. If you have a lot of windows these could be hung in the window for an interesting display.

10. During the Middle Ages lettering was an art. Provide children with a large letter to decorate. You could also have a most beautiful letter contest. After letting children see what illumiated manuscripts look like, they will enjoy trying to make their own decorated letter.

11. Bookmaking. Making books was an art during the Middle Ages and Renaissance. Let children experience the art of making a book. Show children how to make a book by folding several pieces of paper together. Punch holes and sew along the fold with yarn or staple the pages together at the fold. A cover can be made from cloth or pretty heavy paper glued over cardboard. Encourage children to carry their book home and write a story or poems or whatever to go in the book. You may want to suggest a theme or give them a story beginning on which to elaborate.

12. Think about animals of the past and present which resemble dragons in some ways. For example you could have a program on lizards or alligators. Dinosaurs, always a popular subject, also show some resemblance in appearance to dragons.

Display and Exhibit Ideas

1. When the committee and the State Library were trying to decide on a slogan for the summer program , we had a couple of amusing suggestions which are plays on words. They didn't seem quite right for the slogan, but they could amusingly and effectively be used on a bulletin board display. The phrases are "Drag on into the library" and "Don't let summer drag on without books." For both of these, a picture of a dragon carrying books or a reproduction of the reading dragon logo for the program would be appropriate.

2. Another idea for an exhibit is to try to find somone in your community who collects unicorn objects. There have been many many small unicorn items available in the last few years, and some people have been particularly attracted to anything with a unicorn on it. An exhibit of buttons, little figures, pictures, etc. in a display case would make a nice tie-in with the program.

3. A large castle picture on the wall would also make a nice backdrop for a book display.

BULLETIN BOARD AND DISPLAY IDEAS

Make a tunnel or cave that children can get into--use purchased tunnel (fabric over hoops) from toy store or make out of cardboard cartons, wadded papers, and paper-mache.

Paper-mache dragon; have a "name the dragon" contest.

With medieval theme, use colored felt or paper banners on wall/desk/etc.

Make a castle from boxes or cartons--a small one to sit on desk, or a large one to go in room, or around desk.

Cover desk in green paper with scales drawn on with magic marker.

Use purchased dragon kite as a mobile hung from ceiling.

Poster: "Don't be dragon your feet--READ!" Dragon breathing fire, with book titles in the puffs of smoke.

Draw big mural-sized dragon on brown wrapping paper; let children color it, and put on a wall.

WAYS TO DISPLAY NAMES OF READERS

Have a large scroll -- children can write their names (and maybe also favorite books read) on it. If it gets too unwieldy, roll up earlier portions of it.

Make a life-sized figure of knight in armor, holding scroll on which readers' names can be posted.

Have large treasure chest on bulletin board -- have children's names on book-shaped cutouts in chest (or on yellow "coins").

Use outline of dragon on bulletin board -- put names on scales to be added.

Make a large map, with paths, caves (maybe "locations" of special programs) on it. Children can post their name-tags at any spot on the map. Ahead of time, the location of the "treasure trove" is put in a sealed envelope. When envelope is opened, child on or nearest to the spot wins a prize.

BOOK LISTS

Fantasy books (for older readers especially)
General list of books, geared to categories mentioned on reading folders
General list of books, geared to program sub-themes

SUGGESTED SUB-THEMES FOR PROGRAMMING IDEAS

I - Using a medieval theme:

1. Royalty - Stories about kings, queens, princesses; making crowns, or kings from toilet paper tubes, etc. (Detailed sample program follows.)
2. Jesters - Featuring jokes, riddles, etc. Stories about jesters (such as CLOWN OF GOD by De Paola); book talk - ONE IS ONE, by Picard; Sing-along of ballads with guitarist (descendant of lute); children try writing limericks, haiku, free verse; juggling -- is there anyone in the community who would give demonstration and maybe a lesson? If so, beg lots of old tennis balls from staff and/or patrons.
3. Knights - stories about knights, such as "The Knight and the Dragon" by DePaola. Book talk longer ones, like "Wolf Roland" by Cunningham, "The Reluctant Dragon" by Grahame, etc. Do a "dragon hunt" instead of a bear hunt (see Emberley's Klippity Klop"). Craft--make a shield from cardboard; paint (or crayon) a design, or cover with foil.
4. Castles - Stories - "How Droofus the Dragon Lost His Head" by Peet; practically any mentioned under Royalty; Rapunzel. Use videotape (available from Houghton Mifflin on rental basis) of David Macaulay doing his Castle book. Craft - Make a castle.
5. Tournament - Have a "field day" outdoors or indoors -- see your game books for ideas for silly relays, etc. Learn to play chess or checkers or dominoes. Or emphasize horses knights rode in tournaments and feature horse stories.

6. Medieval Feast - Food stories (we have lots of those, don't we?) Dragon stew. Show-and-tell program on native spice plants. Make some no-cook goodies.
7. Wizards and Magic - Stories, such as "Strega Nona" books by De Paola; "Moon, Stars, Frogs, and Friends" by Lachlan; "Strange Story of the Frog Who Became a Prince" by Horowitz. Have a guest speaker who is a modern day wizard in photography or computers.
8. Music - guest to demonstrate antique instruments; or maybe a singing group to do madrigals?
9. End the summer with a Renaissance Fair: Have people in costume (guests and/or staff). Have simultaneous activities going on in several locations -- puppet show, display of crafts made during summer, games, slide-tape show, etc.

II. Focusing on various attributes of a dragon (especially adaptable for older kids)
1. Scales: Have guest from a pet shop, zoo, park ranger or naturalist, or community member to bring snakes and lizards and tell about them.
Stories or book talks could include anything about reptiles fiction or non fiction) or mermaids. Films - Boy and a Boa; Komodo Dragon.
2. Flames, breathing fire: Stories: The fire-bringer; The knight and the dragon. Film - Fire flowers of Yet Sing Lo. Guest from Fire Dept.
3. Wings, flying - Make kites, have a kite flying contest (see kite books for directions on making dragon kites). Box story or puppet show--Droofus the Dragon... Guest--hot air balloonist, hang glider, etc.
4. Tails (tales?) Stories: Taily-po (Galdone), Hansy's Mermaid (Noble), The Funny Thing (Gag), etc. Play Pin the Tail on the Dragon.
5. Naming Power (as in Wizard of Earthsea by LeGuin) or Riddles-- Book talk - LeGuin series. Tell stories about guessing riddles, like The Flea, various folk tales.
6. Treasure, Gold, treasure hunts...
7. Magic and Spells (see above)

III. Conduct your quest in the realms of various mythical beings...
1. Giants - Stories: Finn McCool, Jack the Giant Killer, etc. etc. Box story - Lucky and the giant; Puppet show - Brave Little Tailor.
2. Unicorns -- Story or puppet show - Sarah's unicorn.
3. Trolls - Troll book (Berenstein): D'Aulaire's Trolls; The Something (Babbitt). Puppet show - Three Billy Goats Gruff. Make troll masks from paper plates, etc.
4. Elves-Fairies. No shortage of stories here. Booktalk for older children--Tolkien, or The perilous Gard, by Pope.
5. Witches -- Plenty of stories and films for all ages. Look in holiday books for simple craft ideas.
6. Wizards, Magicians - See above (I-7)
7. Monsters - Besides the obvious stories -- how about some "maybe monsters" like Loch Ness, Sasquatch, etc. See stage makeup books for making monster masks.
8. Dragons, of course!

DRAGON DISPLAY IDEAS

LOTS OF DRAGONS: Use the opaque projector to enlarge pictures of all types of dragons. Fill the room with them. Label each with the name of the book you got the picture from.

DRAGON RUG WALL-HANGING OR SIT-UPON: Make a dragon shaped rug picture using rug scraps. Cut an outline of a dragon out of cardboard. Cut scales and other features out of rug scraps. Hot glue the rug pieces to the cardboard. Hot glue the rug pieces to rug backing material to make a sit-upon for book reading or storytime.

SKY FULL OF DRAGONS: Buy or make a large Chinese dragon kite (the type with the segmented body) and hang it from the ceiling. Kites and Other Wind Machines by Andre Thiebault has excellent instructions. OR buy or make a number of brightly colored smaller dragon kites and display them on a wall.

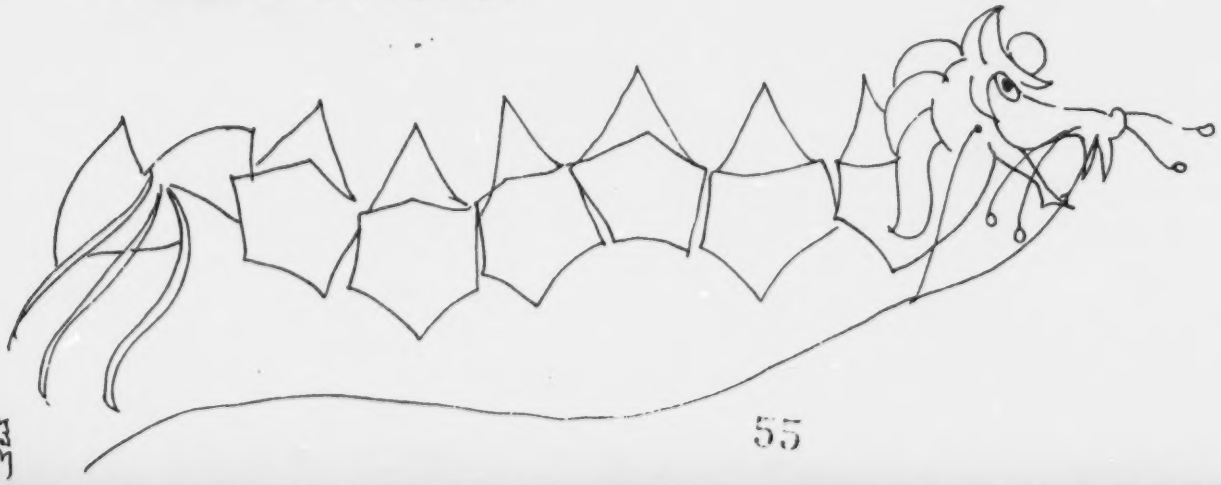
DRAGON'S CAVE: make a dragon's cave out of a large appliance box. Don't forget to place the dragon's treasure inside (a Treasure box of books to read inside the Dragon's Cave - or to check out.)

DRAGON'S LAIR: Make the entire children's room (or the whole library?) into a dragon's lair by making a large arched cave entrance out of appliance box cardboard. Use archaic lettering style to label the entrance.

3-D DRAGON: Using chicken wire and paper-mache, make a large dragon to grace the children's area. (Chesler's Do a Zoomdo has good instructions on making sculptures with a chicken wire base. Sunset's Children's Crafts has complete directions.)

WRAP-AROUND DRAGON: Using white craft paper, draw a **loooong** snake or Chinese style dragon to go above the wall book shelves. You could paint the dragon or decorate it using scales cut from old wallpaper books.

BULLETIN BOARDS: Make a "Lots of Dragons" bulletin board by tracing or photocopying dragons from books; be sure to include book title and author. Use magic markers or crayons to make it colorful. "Sky full of Dragons" can also be a bulletin board. Use a blue sky background, with clouds; make construction paper copies of kite silhouettes and arrange on background. Use crochette thread for kite string. Attach each string to a card describing a book about kites or oriental dragons or to a notice about an upcoming program.



MIDDLE KINGDOM DISPLAYS

Turn your children's area into a **castle.** Use large cardboard cartons painted to look like stone. If possible, use crenelated walls to separate the children's section from other library areas. Attach cardboard turrets onto the ends of the book shelves.

OR

Recreate the **inside of a castle** with hanging pennants and banners. If two old chairs are available, use gold paint and velvet material to create two **royal thrones** (for an intriguing place to sit and read a book).

Create a **Medieval Fair** with colorful pennants and banners and tournament tents (light, bright fabric supported from the ceiling with clear fishing line) and a cardboard carton booth. For ideas and pictures of booths, see Gregson's The Incredible Indoor Games Book. Use the booth to register children for your summer program.

Create a **reading castle** out of appliance boxes, cardboard scraps and ice cream tubs. Assemble, cut arches, crenelations, windows and paint to look like stone. Attach colorful banners, put a few comfortable pillows inside and open up your castle for reading.

PROGRAM IDEAS

CASTLES IN THE AIR

For this focus on castles, real and imaginary, open by telling the title story from Castles in the Air and Other Tales by Krensky.

Make and show your own **slide show**, with photographs of the many different styles and types of castles.

What could be more fun than making **sandcastles**? An impractical idea for many, but if your library does have a suitable outdoor area - have a pile of sand delivered. Have water and different sized containers available and let the children create their own castles.

Before going outside, **booktalk** Adkins' The Art and Industry of Sandcastles and then keep it hand for reference. "Sand Shapes" in Sunset Books' Children's Crafts also has instructions on sand castles.

For **indoor castle building,** provide children with small boxes of all shapes (oatmeal and frozen juice containers make ideal towers and turrets) along with tempera paint. Have contruction paper available for turret roofs, pennants and other decorations. A hot glue gun would be helpful with this craft - have an adult operate it at a special "station" and let the children bring their pieces to the gluing station.

More **castle building ideas:** "Stack Together Castle" from Sunset's Children's Crafts is a strong **paper cylinder castle** which does not require gluing. "Medieval Castle" from Platt's Craft: A Handbook for Teachers of Intermediate Art is a **cardboard castle** that is textured with a flour, salt and water mixture. Instructions for **clay castles** can also be found in the same book.

A good project for a **junior volunteer** would be to build a model castle to use as a **book display.** Bellerophon Books' Castles to Cut Out and Put Together has everything you need for two real-life castles. Make Your Own Model Forts and Castles by Cummings has instructions for those who enjoy model building.

Some books appropriate for your **castle display:** Kellog's The Castles of the Two Brothers, Odor's Learning About Castles and Palaces, Davidson's Explore a Castle, MacCaulay's Castle, and Anderson's Towers and Dungeons.

Display castle pictures on posters from travel agencies.

THE WORLD OF KNIGHTS AND KINGS

A program about the real "Middle Kingdom" that all the stories and legends are based on : the Middle Ages.

Display all your books on the period, including some material from the adult section. Don't forget juvenile historical fiction.

Using the illustrations from some of these books, make up a brief slide show.

OUTSIDE RESOURCE: Now is the perfect time to bring in someone from the Society for Creative Anachronism. Ask them to wear some of their costumes, show armor, tell how they make their costumes and armor, show slides of their events.

A DAY OF KNIGHTS

Celebrate the age of knights with a selection of stories, plays, puppet shows, booktalks and crafts. Be sure to display some books about knights, armor and fencing.

PUPPETS

DePaola's The Knight and the Dragon, as mentioned in the Land of Dragons section, makes an excellent two-person shadow puppet show.

Tripp's Sir Toby Jingle's Beastly Journey would also make a fun hand puppet show (at least three puppeteers), though it could be done with two-sided stick puppets.

Koch's A Knight Named Rodney would make a good one-person non-stage puppet show, using a flannel or magnetic board to depict the other important characters. (Although you might want a toy dog for Rodney to ride on.) Use toy pots and pans for most of Rodney's armor.

PLAYS

Plays magazine has two dramas that would fit well in this program. In "The Dragon's Secret" a boy learns what it takes to be a knight (April 1980). In "Wanted: One Fair Damsel" (March 1983) a girl puts out the dragon's fire with bicarbonate of soda and rescues a knight.

STORIES

Kraus' Pip Squeak, Mouse in Shining Armor could be told with or without its pictures, but would also make a good flannel or magnetic board story.

Bradfield's A Good Knight for Dragons could be told showing his humorous illustrations or with flannel or magnetic board.

Read Hoff's The Litter Knight, showing the pictures.

Tell and show the illustrations of Carrick's Harald and the Giant Knight, about not-so-noble knights outwitted by a peasant family.

Tell and show Mayer's Terrible Troll.

BOOKTALK

Sobol's Greta the Strong, a female knight-errant

Bulla's The Sword in the Tree

Pyle's The Story of King Arthur and His Knights

Holt's The Adventures of Rinaldo

Any of Constance Hieatt's books about King Arthur and his knights.

CRAFTS

Make a knight's armor. Chernoff's Easy Costumes You Don't Have to Sew has a knight's helmet. A shield can be cut from posterboard and decorated. (Have some books handy on heraldry.)

For you or your volunteers to make and wear, a really impressive helmet in the March 1983 issue of Cricket magazine.

OUTSIDE RESOURCES: Museum, Society for Creative Anachronism (and other devotees of the Middle Ages)

DECORATIONS: Use the opaque projector to enlarge drawings of knights in armor, either to posterboard size or to life-size on sheets of appliance box cardboard. Set up a couple of these life-size knights at the entrance to your program area. Use crepe paper streamers to make the area festive - like a tournament.

OF CABBAGES AND KINGS

Some kings are saintly and others are cruel, but all are fascinating.

Chance's Just in Time for the King's Birthday is a nice little story that could be presented with a hand puppet farmer and four finger puppets (mouse, cats, dog and bear) and a crown. Paint a box to look like a wheelbarrow and set it in your lap. Inside the box have four "cheeses", each smaller than the one before. Have the farmer hold up each cheese when it's time during the story and then replace it in the box. You play the king's role, placing the crown on your head whenever he speaks.

Cole's The King at the Door and Kellog's The Wicked Kings of Bloom would both work well as two-person tandem stories.

For a group participation story, try "The King With the Terrible Temper" from Tashjian's With a Deep Sea Smile. The children make a special sound for each character in this short, funny tale.

Another book that would work well as a group participation story is One Monday Morning by Shulevitz. Each visitor in the story could be represented by a special noise-maker or musical instrument. It could also be done as a costumed procession with each character wearing an indicative artical of clothing (i.e. King = crown, queen = shawl, knight = sword or helmet).

For stories to read aloud try Alexander's The King's Fountain and Anno's The King's Flower. Lovely illustrations in each.

Booktalk The Water of Life by Williams.

Finish your royal program by making newspaper crowns. Instructions in Severn's 50 Ways to Have Fun With Old Newspapers.

KINGS AND FOOLS, AND FOOLISH KINGS

The head that wears the crown is not always filled with wisdom.

Introduce the program by reading the poem "The Court Jester's Last Report to the King" from Prelutsky's The Sheriff of Rottenshot. Especially fun with two tellers.

Williams' School for Sillies about the smart king who proved to be as foolish as anyone, would be a good two-person puppet show or as straight storytelling.

Another outsmarted king is the husband in The Queen Always Wanted to Dance by Mayer. This could be presented as a two-person dramatized story (the person who plays the Queen should be uninhibited about singing and dancing).

Booktalk April Fool by Christian, an easy-to-read book about a dreamy boy who helped his village outsmart the cruel King John.

Show the film The Emperor's New Clothes
ending your program with an example of, perhaps, the most foolish ruler of all.

OH, TO BE A PRINCE OR PRINCESS

Is there anyone who has not at one time or another dreamed of such a life?

Not all princes are handsome and good, it seems. Lobel's Prince Bertram the Bad would make a very funny full-stage puppet show.

Read aloud The Twelve Dancing Princesses with illustrations by Le Cain, The Lonely Prince by Bolliger, The Prince and the Pink Blanket by Brenner, or Trina Hyman's The Sleeping Beauty. All of these books have wonderful illustrations.

For stories to tell try Grimm's King Grisly-Beard, "The Seventh Princess" from The Little Bookroom by Fajeon, or The Practical Princess by Williams (a portion of

The Practical Princess that is just right length for telling is in the May 1982 Cricket magazine.)

For those with student volunteers who might enjoy putting on a play, the October 1982 Plays magazine has a nice little play called "The Princess and the Dreadful Dragon".

Booktalk McGovern's Half a Kingdom, Pomerantz's The Princess and the Admiral, or Yolen's Sleeping Ugly.

MUSIC FIT FOR A KING

The Middle Kingdom is a musical place; just think of Old King Cole. Kings have always been fond of entertainment.

Tell the foot-tapping tale of Hinny Winny Bunco by Greene, then get everyone involved in being the chorus or the musical instruments in Reeve's poem "The Ceremonial Band" (in The Poetry Troupe or his The Blackbird in the Lilac).

Play a portion of a record by flutist Jean-Pierre Rampal, then tell Bollinger's story about The Most Beautiful Song, using Capek's lovely illustrations.

Booktalk Steig's Roland, the Minstrel Pig using a pig hand puppet.

Then have each child make a musical instrument, using the instructions in the music section of Rasmussen's The Kids Encyclopedia of Things to Make and Do, Walther's Make Mine Music or Hunter's Simple Folk Instruments to Make and Play. You could set up a making center for each different instrument or type of instrument, put up posters explaining the steps and/or have knowledgable student volunteers at each table to help. After each child has at least one instrument, try them out in an impromptu concert. You could make up your own version of "The Ceremonial Band", inserting the names and actual sounds of your own instruments. After you've practiced, make a musical parade through the library.

OUTSIDE RESOURCES: You could have some musical people in to play and sing. Is there a group of madrigal singers in your area?

MEDIEVAL FAIR

For those who have the space a Medieval Fair would be a fantastic way to end a successful summer program. With lots of pre-planning and the help of student volunteers, your program room could be transformed into the Middle Kingdom for an afternoon's festivities.

Hang crepe paper streamers from the ceiling and make colorful banners and pennants. Have tables and wall space available and invite children to display their summer arts and crafts. Student volunteers could make cardboard carton booths (ideas and pictures in Gregson's The Incredible Indoor Games Book). Have a free refreshments booth (compliments of your Friends of the Library, perhaps?), a storytelling booth, a fortunetelling booth.

For entertainment, audition during the summer for singers, dancers, acrobats and jugglers. Your volunteers could present a puppet show or skit.

Have a games area manned by student volunteers. Some medieval games: blind man's bluff, backgammon, chess, top spinning, juggling, bobbing for apples.

Invite everyone to come in costume and for atmosphere, play some medieval music.

The Society for Creative Ananchronism would be a good outside resource to call on for suggestions and some members might even be willing to attend your fair in costume.

"Lunching with Dragons" in Leekley, Thomas. The Riddle of the Black Knight and other Tales. Vanguard, 1957, pp. 62-65.

A monkey and a donkey help a stuck dragon with unfortunate consequences.

"The Monkey's Liver" in Pratt, Davis and Kula, Elsa. Magic Animals of Japan. Parnassaus, 1967, Unp.

A short "why" story about a Dragon Queen who wanted to eat a monkey's liver and how the jelly fish was punished for wanting the monkey.

"Once In Never Out Again" in Hope-Simpson, Jacynth. A Cavalcade of Witches. Walck, 1966, pp. 95-105.

Hans, a poor lad, kills a dragon and marries the princess, but his curiosity drives him into the land where once in, never out again.

"Oraggio and Bianchinetta" in Lum, Peter. Italian Fairy Tales. Follett, 1963, pp. 171-183.

Beautiful Blanchinetta is thrown overboard by a jealous woman and lives with a Dragon King who saves her life but makes her a prisoner until she is at last rescued by a prince.

"The Prince and the Dragons" in Manning-Sanders, Ruth. A Book of Princes and Princesses. Dutton, 1970, pp. 66-75.

Two brothers disappear after being taken by a dragoness, and the youngest brother sets out to find them. Learning their fate, he goes after the swallow which is the dragoness' strength and which lives inside a faraway dragon.

STORIES FOR TELLING OR READING ALOUD

The theme of Dragon seems made for storytelling. Dragons, castles, princesses, exotic places, and adventure are found in folk literature. There are of course English dragons and Chinese dragons, and dragons appear in the folklore of countries around the world although their physical appearance and behavior may vary. A Book of Dragons by Ruth Manning-Sanders (Dutton, 1965) has numerous good stories for telling which come from a variety of countries. For example, "Constantes and the Dragon" is a Greek tale about a younger brother who is forced to take a series of things from a dragon but eventually pulls a very final trick on his scheming older brother. In another tale, when "Stan Bolovan" finds himself with hundreds of children to feed, he makes his fortune by outwitting a dragon. "My Lord Bag of Rice" is a very short tale from Japan about a man who helps a dragon king by killing an even greater monster. Incidentally, the illustrations in this book are wonderful and could be used well in displays. You will find numerous stories listed in Eastman's Index to Fairy Tales on topics which relate to the summer reading theme. If you do not have this resource and need some suggestions of stories on a particular topic, the State Library can provide this information. To help you get started there are listed below some other suggested stories for telling. All of the books cited are in the State Library collection.

"All Light Comes from the Sun" in Jablow, Alta and Withers, Carl. The Man in the Moon. Holt, 1969, pp. 83-85.

A story about Anansi and his son's capture by a dragon which tells how the son freed them and other prisoners with the help of the sky gods.

"Cadmus-The Dragon's Teeth" in Untermeyer, Louis. The Firebringer and other Great Stories. Evans, 1968, pp. 86-94.

This Greek myth has Cadmus fighting and defeating a dragon, then burying its teeth with unexpected results.

"The Clever Goatherd and the Greedy Giant" in Spicer, Dorothy. 13 Giants. Coward-McCann, 1966, pp. 60-68.

When Rudy and a giant set out to save a princess by slaying a dragon, Rudy's cleverness assures him the hand of the princess.

"The Last of the Dragons" by E. Nesbit in Manning-Sanders, Ruth. A Book of Magical Beasts. Nelson, 1970, pp. 14-25.

Rather than being tied up and rescued from a dragon by a weaker prince, this princess bargains to help slay the dragon. However, the dragon turns out to be friendly and becomes a pet. This is a good story about an untraditional princess.

BEST COPY AVAILABLE

Let me tell you all about me.
Children love me,
You're a child.
All my heads are green and handsome.
All my eyes are red and wild.
All my toes have claws upon them.
All the claws have hooks.
I blow smoke through all my noses.
It is hotter than it looks.
All my tails have points upon them.
All my teeth are sharp and blue.
I won't bite you very badly.
I am fond of you.
All my scales are shaped like arrows.
They will hurt you if you touch.
So, although I know you'll love me,
Do not pet me very much.

Karla Kuskin

THE GOLD-TINTED DRAGON

What's the good of a wagon
Without any dragon
To pull you for mile after mile?
An elegant lean one
A gold-tinted green one
Wearing a dragonly smile.
You'll sweep down the valleys
You'll sail up the hills
Your dragon will shine in the sun
And as you rush by
The people will cry
"I wish that my wagon had one!"

-- Karla Kuskin

LOST AND FOUND

Lost:
A Wizard's loving pet.
Rather longish.
Somewhat scaly.
May be hungry or
upset.
Please feed daily.

P.S. Reward.

Found:
A dragon
breathing fire.
Flails his scaly
tail
in ire.
Would eat twenty large meals
daily
if we let him.
PLEASE
Come and get him.

P.S. No reward necessary.

Lillian Moore

I NEVER SAW

I never saw
a ghost on stilts
a witch wrapped up
in patchwork quilts
a dragon
in a wagon
or a wizard wearing kilts.

I said
I never did.
I didn't say
I never may.

Lillian Moore

Merrily Float

A lake and a fairy boat
To sail in the moonlight clear -
And merrily we would float
From the dragons that watch us here!

Thomas Hood

The Toaster by William J. Smith.

A silver-scaled dragon with jaws flaming red
sits at my elbow and toasts my bread.
I hand him fat slices and then, one by one,
He hands them back when he sees they are done.

SIR PERCIVAL AND THE DRAGON

"Sir Percival,
Be merciful,"
  The cornered dragon begged.
"There'll never be
Another me
  So mean, so many-legged.

"What fiercer foe
Than I could show
  Your golden-headed charmer
How you don't cringe?-
Who else so singe
  The brightness of your armor?

"Though kings hold sway
And swear they'll pay
  The knight who works my slaughter
Half some dull town,
An old half-crown
  And half their crossed-eyed daughter,

"For such reward
Why dent your sword?
  Such deeds seem rash and reckless.
I guard the door
To gold galore-
  Here, have a diamond necklace.

"Tell them at court
They may cavort:
  The dragon they've been dreading
Is now done in.
Display my skin,
This old one I'm through shedding.

"Your blue eyes flash?
You seek not cash
  But only fame and virtue?
Through dragon lore
Your name shall soar-
  That's not to sneeze at. KER-choo!"

"Quite right, quite right,"
Agreed the knight,
  "I'll give you no more jabs, sir.
Go guard your hoard,
I'll save my sword
  For broiling shish kebabs, sir!"

X. J. Kennedy

US TWO

Wherever I am, there's always Pooh,
There's always Pooh and Me.
Whatever I do, he wants to do,
"Where are you going to-day?" says Pooh:
"Well, that's very odd 'cos I was too.
Let's go together," says Pooh, says he.
"Let's go together," says Pooh.

"What's twice eleven?" I said to Pooh.
("Twice what?" said Pooh to Me.)
"I think it ought to be twenty-two."
"Just what I think myself," said Pooh.
"It wasn't an easy sum to do,
But that's what it is," said Pooh, said he.
"That's what it is," said Pooh.

"Let's look for dragons," I said to Pooh.
"Yes, let's," said Pooh to Me.
We crossed the river and found a few-
"Yes, those are dragons all right," said Pooh.
"As soon as I saw their beaks I knew.
That's what they are," said Pooh, said he.
"That's what they are," said Pooh.

"Let's frighten the dragons, I said to Pooh.
"That's right," said Pooh to Me.
"I'm not afraid," I said to Pooh,
And I held his paw and I shouted "Shoo!
Silly old dragons!" -and off they flew.
"I wasn't afraid," said Pooh, said he,
"I'm never afraid with you."

So wherever I am, there's always Pooh,
There's always Pooh and Me.
"What would I do? I said to Pooh,
"If it wasn't for you," and Pooh said: True,
It isn't much fun for One, but Two
Can stick together," says Pooh, says he.
"That's how it is," says Pooh.

A. A. Milne

JOHNNY DREW A MONSTER

Johnny drew a monster.
The monster chased him.
Just in time
Johnny erased him.

Lillian Moore

Sir Eglamour, that worthy knight
He took his sword and went to fight:
And as he rode both hill and dale,
Armed upon his shirt of mail,
A dragon came out of his den,
Had slain, God knows how many men!

When he espied Sir Eglamour,
Oh, if you had but heard him roar,
And seen how all the trees did shake,
The knights did tremble, horse did quake,
The birds betake them all to peeping -
It would have made you fall a-weeping!

But now it is in vain to fear,
Being come unto, "fight dog! fight bear!"
To it they go and fiercely fight
A live-long day from morn till night.
The dragon had a plaguy hide,
And could the sharpest steel abide.

No sword will enter him with cuts,
Which vexed the knight unto the guts;
But, as in choler he did burn,
He watched the dragon a good turn;
And, as a-yawning he did fall,
He thrust his sword in, hilts and all.

There, like a coward, he to fly
Unto his den that was hard by;
And there he lay all night and roared.
The knight was sorry for his sword,
But, riding thence, said, "I forsake it,
He that will fetch it, let him take it!"

Anon

FINGERPLAYS

JONATHAN BING

Poor old Jonathan Bing
Went out in his carriage to visit the king.
But everyone pointed and said, "Look at that."
(Point)

Jonathan Bing has forgotten his hat.
(Join thumb and index fingers and place on top of head)

Poor old Jonathan Bing,
Went home and put on a new hat for the king.
(Join thumb and index fingers and place on top of head)
But when he arrived an archbishop said, "Hi
Johnathan Bing, you've forgotten your tie."
(Point to neck)
Poor old Jonathan Bing,
Went home and put on a tie for the king.
(Point to neck)
But when he arrived a soldier said, "Ho,
You can't see the king in pajamas, you know."
(Draw hands down body and legs)
Poor old Johnathan Bing,
Went home and addressed a short note to the king.
(Wiggle index finger along palm of other hand)
"If you please will excuse me, I won't come to tea,
For home is the best place for people like me!"
(Point to self)

Five Old Wizards

There were five old wizards
Sitting by the fire — (Hold up hand)

The first one said,
"What do I see?" — (Hold hand above eyes)

The second one said,
"I smell a dragon" — (Sniff around)

The Third one said,
"Let's all run." — (Fingers run out)

The fourth one said,
"Let's hide in the shade" — (Put right hand under left arm)

The fifth one said,
"I'm not afraid" — (Put chest out)

"Boo" went the dragon — (Clap hands)
and away they all run. — (Put hands behind you)

BOOKS

1. ONE DRAGON TO ANOTHER by Ned Delaney, Houghton Mifflin Company, 1976.
   A caterpillar wants to be just like her best friend, a dragon.

2. THE LAST OF THE DRAGONS by E. Nesbit, McGraw-Hill, 1980.
   Tells what happens to the very last dragon.

3. HOW DROOFUS THE DRAGON LOST HIS HEAD by Bill Peet, Houghton Mifflin, 1971. About a dragon that becomes friends with a boy and hides out from a king that wants to slay him.

   Could use these three books for a program: 1. would make a good flannel story; 2. would make a good box story; 3. tell story with props, audience participation and creative dramatics

FINGERPLAYS

Five Little Dragons

Five little dragons sleeping in the moor
One stomped away, and then there were four
Dragon, dragon, happy and gay
Dragon, dragon, stomp away
four....happy as can be
three...spitting fire at you
two...lying in the sun
one...not having any fun
and then there were none
(use appropriate actions))

Dragon Stew (Song)

Whenever we have a friend for lunch
There's just one thing to do-
we pick some berries and catch a fish
And make a dragon stew.
Dragon stew, dragon stew!
It's our favorite thing to do
Get a pot and a dragon or two
And cook up a dragon stew.
(adapted from "Carrot Stew" from Walt Disney)

Dragon Song (Song or Fingerplay) Action

It's so cozy to ride on my dragon
Everybody come and ride on my dragon
Hop on his back and you will see

Five Gray Dragons

Five gray dragons marching through a glade
Decide to stop and play they are having a parade
The first swings his tail and says he'll lead
The next waves a flag which of course they need
The third gray dragon sings a song
The fourth beats a drum as he marches along
While the fifth makes believe he's the whole show
And nods and smiles to the crowd as they go
Five gray dragons marching through the glade
Having a lot of fun during their parade.
(would make a great flannel graph action rhyme)

This Little Dragon

This little dragon is fat and gay (thumb)
This little dragon does tricks all day (pointer)
This little dragon is tall and strong (middle)
This little dragon is wee and small (ring)
But he can do anything at all! (little finger)

DRAGON SEARCH

Have simple map with hidden doors/windows under which you have the title of a book and country it takes place in, such as: FUNNY LITTLE WOMEN (China), TIKKI TIKKI TEMBO (Japan), WHY MOSQUITOS BUZZ IN PEOPLE EARS (Africa), THE MONKEY AND THE CROCODILE (India). Ending up with TIKKI TIKKI TEMBO, which does have a dragon - see if they recognize which story had the dragon. Have a dragon's treasure to hand out to everyone.

With fingerplays and songs you could talk about what dragons did along the way, what they learned, could use any movement to reinforce.

DRAGON KITE

Need: Brown paper bag
Hole punch
String
Markers

Do: Draw picture on a paper bag, then punch four holes in top of bag, tie (2 feet) of string to each hole, bring four strands of string together and knot at end, tie end knot to length of string.

LITTLE HUEY DRAGON
(An Exercise)

Little Huey Dragon counts to three,
Little Huey Dragon bends one knee.
Little Huey Dragon whisles and sings. (la la)
Little Huey Dragon touches his toes.
Little Huey Dragon touches his nose.
Little Huey Dragon makes a funny face,
Little Huey Dragon runs in place.
Little Huey Dragon lays on the floor.
Little Huey Dragon starts to snore.

LITTLE HUEY DRAGON DRESSES UP RIGHT

Little Huey Dragon says, "It's time to go to town." (hands on hips)
Little Huey Dragon dresses up (touch head) to down. (touch feet)
Little Huey Dragon puts on a hat; (place palm on head)
Little Huey Dragon gives his tummy a pat. (pat stomach)
Little Huey Dragon puts on his shirt; (put on invisible shirt)
Little Huey Dragon brushes off some dirt. (brush sleeves, frowning)
Little Huey Dragon wears a tie. (twiddle fingers at throat)
Little Huey Dragon rubs his eye. (rub eyes).
Little Huey Dragon steps into his slacks. (step into imaginary slacks)
Little Huey Dragon scratches his back. (scratch back)
Little Huey Dragon puts on his shoes and socks (do so)
Little Huey Dragon doesn't ride, he walks. (walk in place)

SAID THIS LITTLE FAIRY

Said this little fairy, "I'm thirsty as can be."
(Point to each finger.)
Said this little fairy, "I'm hungry, too, dear me!"
Said this little fairy, "Who'll tell us where to go?"
Said this little fairy, "I'm sure that I don't know."
Said this little fairy, "Let's brew some dewdrop tea."
So they sipped it and ate honey beneath the maple tree.
(Make drinking and eating motions.)

DRAGON FRIENDS

Who's that knocking on the castle door?	(Mime knocking.)
One dragon, 2 dragons, 3 dragons, 4!	(Hold up fingers successively)
Who's that swinging on the castle gate?	(Rock back and forth.)
Five dragons, 6 dragons, 7 dragons, 8!	(Hold up fingers successively)
Here come dragons 9 and 10.	(Hold up last two fingers.)
Now let's do it all again!	(Clap hands.)
(On the last verse, substitute for last line:)	
Say goodbye to dragon friends.	(Wave.)

SONGS

DID YOU EVER SEE A KING?

(To the tune of "Did You Ever See a Lassie?")

Did you ever see a king
A king, a king,
Did you ever see a king
Go this way and that?
Go this way and that way,
Go this way and that way,
Did you ever see a king
Go this way and that?
(Make crown with hands over head, fingers outstretched, swaying back and forth in time with the music as if the king is greeting his subjects.)

Add verses for:
A queen
(Wave regally.)
A prince
(Bow from waist.)
A princess
(Curtsey, hand under chin.)
A knight
(Lunge forward with an imaginary sword.)
A dragon
(Grab out with hands curved into claws.)

THE KING IS ON HIS THRONE

(To the Tune of "The Farmer in the Dell")

(Have children in a circle, with the one chosen to be King in the middle. As the children sing and wallk in a circle, the King - and subsequent characters - make their choices and pull the chosen people into the circle. For the last verse, have the child chosen as Dragon growl and run around the circle, chasing other players back into the outside ring. The Dragon is then in position to become the new King, for the next round.)

The king is on his throne,
The king is on his throne,
Hi-ho, the derry-oh!
The king is on his throne,

Verses:
The king takes a queen.

The queen takes a knight.

The knight takes a dragon.

The dragon takes them all!

Mister Dragon

This is Mister Dragon (Make fist-hold out thumb)
He lives in a cave (Interlock fingers, thumbs touching at tips)

He likes his home very well
He roams the countryside on scaly feet. (Walk fingers slowly up arm)
But, he always return to his dark, dark cave. (Walk fingers slowly down arm and make cave as above)

Magic Horse

I like to ride on a magic horse
Gillopy, gallopy, trot, trot, trot. (Close fists, thumbs upward. Make large semi-circles with both hands)

Over the hill top, down through the land. (Make up and down short motions with hands)

Leaping the fence to the barnyard lot (Large motion of jumping fence)
Oh, it's rillicking, rollicking fun is it not to ride gillipy, gallopy, trot-trot-trot. (Galloping motion with hands, short up and down motion)

To ride gillipy, gallopy, trot-trot-trot

Old Olga-A Dragon

Old Olga has two red eyes, Old Olga has two pointed ears
Old Olga has one mouth with many sharp teeth (Point to features as they are mentioned)

Old Olga has four scaly legs, Old Olga has four clawy feet
Old Olga has one nose that breathes a firey flame (Wrinkle nose and point to it)
Old Olga can walk, walk, walk;
Old Olga can trot, trot, trot.
Old Olga can trump, trump, trump
all over the countryside. (Pantomime actions)

LET'S GO ON A DRAGON HUNT!

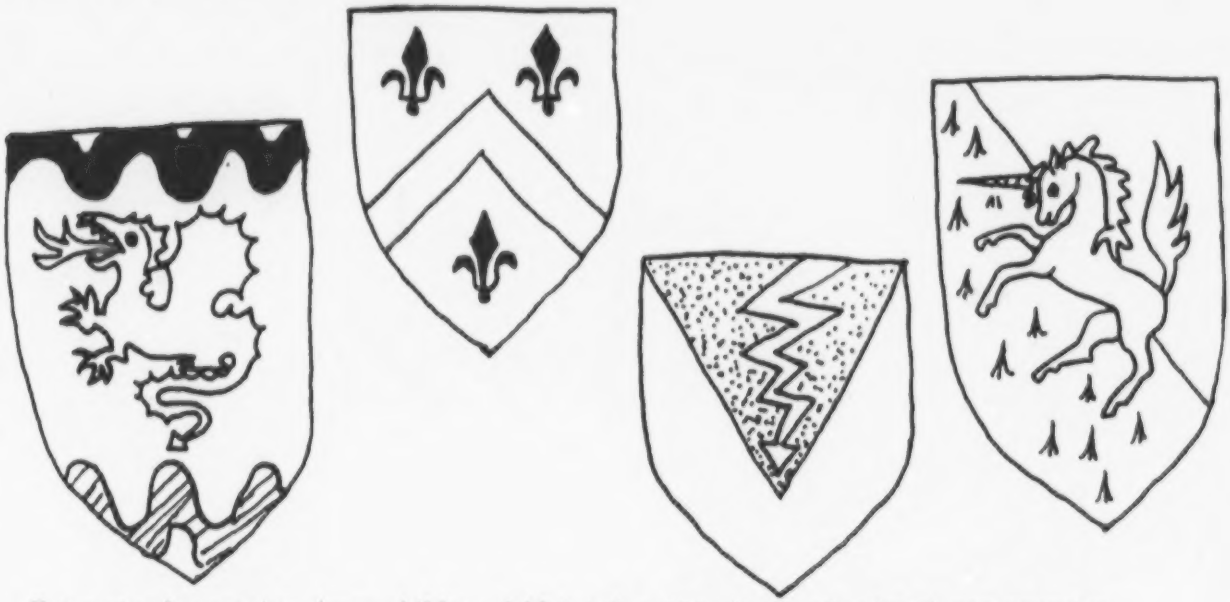
By Joyce Aycock

(Have children chant, repeating what you say.)

Let's go on a dragon hunt. OK. Let's go.
(Hit knees with hands as if walking.)
What's that up ahead? Looks like a Drawbridge.
Can't go round it.
Can't go under it.
Can't go through it.
Have to cross over it.
(Hit chest with fists.)
Sure was a long Drawbridge.
Sure was.
(Resume hitting knees.)
What's that up ahead? Looks like a Moat.
Can't go over it.
Can't go under it.
Can't go round it.
Have to swim cross it.
(Make swimming motions.)
Sure was a wet Moat.
Sure was.
What's that up ahead? Looks like a tall tree.
Can't go under it.
Can't go over it.
Can't go through it.
Let's climb up it.
Maybe we'll see a dragon!
(Make climbing motions up, look around, climb down.)
No dragons up here.
Nope.
What's that up ahead? Looks like tall grass.
Can't go under it.
Can't go over it.
Can't go round it.
Have to go through it.
(Rub hands together to make swishing sound.)
Sure was tall grass.
Sure was.
What's that up ahead? Looks like a cave.
Can't go over it.
Can't go under it.
Can't go round it.
Have to go into it.
(Hit knees very softly.)
Sure is dark in here.
Sure is.
What's that up ahead?
Looks like two big red eyes.
IT'S A DRAGON! RUN!!!
(Hit knees quickly.)
(Reverse all steps through to the end.)
LET'S NOT GO ON A DRAGON HUNT!
OK!

BEST COPY AVAILABLE

* CREATE YOUR OWN CREST! When knights were wearing their helmets it was hard to identify who they were. For this reason they began to paint devices on their shields or carry banners with a unique design. Traditional heraldric devices feature simple colors (usually no more than three) and often referred to the knight's name. Some referred to a specific incident in the knight's life. After explaining this to participants invite them to create their own devices. Younger children can choose and color one of the devices below, enlarged on a copy machine. Older children can devise their own, using the outlines below. For smaller groups, try making the pieces out of felt and glue. Then mount the results with a plastic straw glued or stapled to the top edge for handy mounting.



For a simpler version, have children fold 8 1/2 x 11" pieces of colored construction paper lengthwise, then cut off a triangle at the lower outside edges to form a shield shape.

Older children can make a "functional" shield by enlarging the shield shape onto an 11 x 14" piece of poster board, then stapling strips of poster board 2" x 18" at left and right of center on the back side for arm straps. Reinforce center seam with a thin wooden dowel stick taped or glued into place. Divide the shield face into four sections and ask the children to draw in each section pictures about themselves.

* CREATE A LIBRARY BANNER CONTEST! Using the instructions above, invite participants to design a shield that represents the library. Make a large version of cloth to hang in a highly visible location in the library, a mall or city hall! Invite the press to meet the winner and view the results.

* MAKE YOUR OWN MAGIC WANDS with yellow construction paper, unbendable plastic straws, markers or crayons, glue and glitter or glitter writers. Cut out two stars about 3" wide and 4" long for each wand. Tape straw at lower edge of one star and glue the other on top. Decorate as you wish.

MONSTERS' HOLIDAY
(Preschoolers)

Books and Stories to Share

1. Crowe, Robert. Clyde Monster. Dutton, 1976.

2. Zemach, Harve. Judge. FS & G, 1969.

3. Viorst, Judith. My Mama Says There Aren't Any Zombies, Ghosts, Vampires, Creatures, Demons, Monsters, Fiends, Goblins, or Things. Antheneum, 1973.

Fingerplay

Scary Eyes (Manual page 40)

Film

Where the Wild Things Are

Craft

Monster Masks

Things you need: Large grocery bags (1 per child), scissors, crayons or markers.

An adult should cut eye holes in the bag for each child. Let children decorate bags with monster faces. After the masks are completed let children do a monster dance to recorded or taped music.

The Leprechaun
(Tune: The Muffin Man)

Oh, can you catch the Leprechaun, the
leprechaun, the leprechaun?
Oh, can you catch the leprechaun who
lives over in the woods.
Oh, yes I can catch the leprechaun,
the leprechaun, the leprechaun.
Oh, yes I can catch the leprechaun
Who lives over in the woods.

The Dragon Song
(Tune: When Irish Eyes are Smiling)

When dragon eyes are glowing
and you see those big red veins.
You know a dragon is near you
he will make you turn and run.
When dragon nostrils are flaring
and you see that flaming breath
there is no time to hesitate
for dragons do not play.

Oh, A-Hunting We Will Go
(Tune: A Hunting We Will Go)

Oh, a hunting we will go,
A hunting we will go;
We'll catch a troll
And put him in a hole,
And then we'll let him go.

Oh, a hunting we will go,
A hunting we will go;
We'll catch a stegosaurus
And put him in the chorus
And then we'll let him go.

Oh, a hunting we will go,
We'll catch a dragon
And put him in a wagon
And then we'll let him go.

(Make verses of your own.)

The Leprechaun
(Tune: The Muffin Man)

Oh, can you catch the Leprechaun, the
leprechaun, the leprechaun?
Oh, can you catch the leprechaun who
lives over in the woods.
Oh, yes I can catch the leprechaun,
the leprechaun, the leprechaun.
Oh, yes I can catch the leprechaun
Who lives over in the woods.

The Dragon Song
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and you see those big red veins.
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Oh, A-Hunting We Will Go
(Tune: A Hunting We Will Go)

Oh, a hunting we will go,
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We'll catch a troll
And put him in a hole,
And then we'll let him go.

Oh, a hunting we will go,
A hunting we will go;
We'll catch a stegosaurus
And put him in the chorus
And then we'll let him go.

Oh, a hunting we will go,
We'll catch a dragon
And put him in a wagon
And then we'll let him go.

(Make verses of your own.)

MONSTERS' HOLIDAY
(Preschoolers)

Books and Stories to Share

1. Crowe, Robert. Clyde Monster. Dutton, 1976.

2. Zemach, Harve. Judge. FS & G, 1969.

3. Viorst, Judith. My Mama Says There Aren't Any Zombies, Ghosts, Vampires, Creatures, Demons, Monsters, Fiends, Goblins, or Things. Antheneum, 1973.

Fingerplay

Scary Eyes (Manual page 40)

Film

Where the Wild Things Are

Craft

Monster Masks

Things you need: Large grocery bags (1 per child), scissors, crayons or markers.

An adult should cut eye holes in the bag for each child. Let children decorate bags with monster faces. After the masks are completed let children do a monster dance to recorded or taped music.

FANTASTIC ANIMALS

(6-9 Year Olds)

Books and Stories to Share

Schwartz, Alvin. Kickle Snifters and Other Fearsome Critters. Lippincott, 1976. (This is particularly effective with the overhead projector).

Climo, Shirley. Piskies, Spriggans, and Other Magical Beings: Tales from the Droll-Teller. T. Y. Crowell, 1980.

Aulaire, Ingri d'. The Terrible Troll-Bird. Doubleday, 1976.

Poem

The Gold-Tinted Dragon (Manual page 50)

Song

Oh, A Hunting We Will Go (Manual page 37)

Craft

Fantastic Paper Pillow Pets

Things to have: Butcher paper, scissors, stapler, newspaper for stuffings, tempra paints and brushes.

Give each child a large piece of butcher paper. Double the paper. Draw a fantastic creature on the paper and cut out making two identical pieces. Paint the creature front and back. Staple around the edge except for an opening on one end. Stuff with wadded newspaper. Then staple opening shut.

The children may like to leave their creatures at the library for a week or so to be part of a fantasy book display.

DRAGON PROGRAMS

DRAGONS OF THE WORLD

You could feature a series of programs focusing on dragons from different cultures. Tell a story about a dragon, then tell other stories from that country or interesting facts about their culture. Sing songs and/or do a craft from that country.

OUTSIDE RESOURCES: Get posters, pictures or films from travel agencies; have foreign students or travelers come and share slides, personal experiences, stories, artifacts; check with your local museum or school system to see if they have costumes or realia to loan; search for someone with an international doll collection.

DISPLAYS: Put up a map of the world with small dragon pictures indicating the countries to be visited. For each program, set up all the books you can find on that country, especially collections of folktales.

DRAGON STORIES

FRANCE: The Drac by Felice Holman - tell the title story (or read it aloud)

CHINA: Many to choose from. Everyone Knows What a Dragon Looks Like by Jay Williams. Any of the versions about Chien Tang: "The Terribled Tempered Dragon" in Hoke's Dragons, Dragons, Dragons or Carpenter's Tales of a Chinese Grandmother; "The Daughter of the Dragon King," also in Hoke's book; "Chien Tang" in Manning-Sanders' Book of Dragons.

POLAND: Domanska's King Krakus and the Dragon tells how Cracow got its name.

GREECE: Dewey's Dorin and the Dragon

UKRANIA: Bloch's Ivanko and the Dragon

JAPAN: "Kurage" in Hoke's Dragons, Dragons, Dragons is a humorous tale about a henpecked emperor dragon. Another, shorter version is "The Dragon and the Monkey" in Morel's Fairy Tales and Fables, which has nice illustrations to show after telling or reading the tale.

DRAGONS IN THE SKY

Use oriental stories about dragon kites to focus on kite making and flying.

STORIES:

Yolen's The Emperor and the Kite would work well as a one person shadow puppet show.

Make a kite and then tell the story of Wright's A Sky Full of Dragons.

Be sure to have a magnificent dragon kite on hand to show the children when you tell them the The Dragon Kite by Luenn. Share the illustrations by Michael Hague with them as well, even if you have to use the opaque projector.

The Seventh Mandarin by Yolen is available as a film (State Film Library has a copy.)

BOOK DISPLAY: Suspend real or construction paper kites over a table display of books about kites. Yolen's World on a String gives some fantastic background information. Or make a box diorama of children flying kites.

OUTSIDE RESOURCES: Kitemakers and flyers. Expand the topic and bring in pilots, airport personnel, bird fanciers, flight school instructors, balloonists.

DRAGON KITES

1. Using balsa wood sticks and large pieces of polyethylene or tissue paper, make basic diamond kites and draw and color fierce dragon faces on them with waterproof marking pens or acrylic paints as in Flying, Gliding and Whirling by Carol Nicklaus.
2. Wrapping paper (white, brown or colored) is also ideal for kite making. Kites to Make and Fly by Jack Newnham has well-illustrated, easy to understand instructions for basic kites, as does Better Kite Flying for Boys and Girls by Ross Olney.

3. For "recycled air soarers" paper bags and newspaper can be used. Complete instructions are given in The Almanac of Family Play by Mother Earth News.
4. Kites and Other Wind Machines by Andre Thiebault is the definitive kite book. It begins with some lovely, simple kite designs that require only string, a sheet of notepaper and a pin.

OTHER CRAFTS & ACTIVITIES: If you've expanded the topic: making/flying paper airplanes, launching balloons

WE'RE OFF TO CATCH A DRAGON

This program's emphasis is on dragon-catching contraptions.

Open by telling the poem "The Gold-Tinted Dragon" from Kuskin's Dogs and Dragons, Trees and Dreams. Then present Masey's Branislav the Dragon as a hand or stick puppet show. Tell the song/story We're Off to Catch a Dragon by Laurence and teach the children at least part of the song.

Discuss all the problems involved in catching a dragon: How big is it? Can it fly? Does it use magic? Is it mean? Can it breathe fire? What does it like? What weaknesses does it have? What would you tempt it with? How do you cage or tie up a dragon? Can it make rain?

Let the children make individual dragon traps or dragon-catching machines. These could be pictures drawn, crayoned or painted, or collages or 3-D assemblages. (Have a lot of junk, boxes and masking tape available.)

Or have each child make a part to deal with one of the problems, then put it all together as a mural or assemblage.

Or play-act a dragon-catching machine (and a dragon.)

ADDITIONAL STORY: Kumin's Sebastian and the Dragon

DISPLAY books about fantastic inventions and general books about dragons.

DRAGONS OF THE NIGHT

Draco, the astronomical dragon, makes a good introduction into a program about constellations and the stories behind them. Use the opaque projector to make a large version on Draco to show to the group as you tell the story about Draco. Anderson's Tales of Great Dragons gives brief versions of the Greek stories of Draco.

Draco and other constellations are covered in general books about the heavens, many in the adult section of the library. Books on Greek mythology will also be helpful in tracking down the tales

RELATED BOOKS:

Rey's Find the Constellations and The Stars

Simon's Look to the Night Sky

OUTSIDE RESOURCES: Amateur astronomers, a speaker from the museum/planetarium.

CRAFT: Make a Dragon Light

1. Take an empty coffee can and remove the bottom with a can opener. Sandpaper or cover with tape any sharp edges.
2. If you still have the plastic lid, use scissors to remove the center of the lid, leaving enough to snap on the end of the can. Set aside.
3. Paint the inside of the can with a matte-finish black paint (tempera paint with a little liquid detergent mixed in should stick.) Or line the inside of the can with black construction paper.
4. Paint or otherwise decorate the outside of the can. (Optional)
5. Place can on a piece of black posterboard. Trace the opening, then cut out the circle.

6. Draw the constellation on the posterboard circle, then punch out the stars with a sharp nail - wiggle the nail to make the holes as round as possible.
7. Insert the circle in the plastic lid (trim the circle to fit, if necessary) then put lid on one end of can. Or, if you don't have a plastic lid, tape the circle over one end of the can.
8. Turn out the lights and shine a flashlight through your Dragon Light. It works best if you aim the flashlight at one of the sides on the inside of the can, rather than at the posterboard circle. Project it on a light wall or ceiling - or a movie screen.
9. Do other constellations on more circles and you've got a whole planetarium.
10. You could make up templates of all the constellations ahead of time and cut out the posterboard circles, so the children have time to make several.
(Idea from Branley's The Sky is Full of Stars.)

ALTERNATE CRAFT IDEA: Make a Night Sky crayon resist picture by drawing a night sky with white crayon and covering it with a thin black tempera wash.

DO DRAGONS MAKE RAIN?

Many oriental dragons are rain makers. They breathe out not fire, but mist.

Introduce this idea with Williams' Everyone Knows What a Dragon Looks Like. You could simply tell this story, but Mercer Mayer's illustrations should be shared. Make slide pictures of selected pages or use the opaque projector(cut up a paperback copy to make it easier to move from one picture to the next.)

Then you can go into truth and fantasy about the weather, with an emphasis on what makes it rain and whether we can make weather or change weather.

OUTSIDE RESOURCE: Have a TV weatherman as a guest speaker.

ADDITIONAL STORIES ABOUT DRAGONS AND RAIN:
Hamada's Tears of the Dragon (film version Dragon's Tears available from State Film Library)
Any of the stories about Chien Tang, the Terrible Tempered Dragon (see listings under China in the "Dragons of the World" progam.)

OTHER BOOKS ABOUT RAIN could be used for program or display, such as:
Ginsburg's Mushroom in the Rain (Try a flannel board or a creative drama version.)
de Paola's The Cloud Book

DRAGON FIGHTERS

Focus on people who fight dragons and win, sometimes using wits instead of weapons.

Lewis Carroll's "Jabberwocky" would make a good opener. Could be read or recited, with or without such visuals as fantasy masks or stick puppets.

The Knight and the Dragon by Tomie de Paola could be presented as a shadow puppet show as part of Dragon Fighters. The humorous story features a knight and a dragon who are equally inept at fighting and who, with the help of the castle librarian, end up opening a restaurant. The shadow puppet show has been okayed by Tomie de Paola and will be demonstrated at the workshop, with instructions, sound tapes and scripts distributed to all library systems.

Van Woerkon's Alexandra the Rockeater could be presented with straight storytelling or as a two-person drama, with the audience playing the part of the one hundred hungry babies. (Parallel story: Salgado's "The Shoemaker and the Dragons, Cricket, March 1978.)

Skurzynski's "The Shepherd Who Fought for a Princess" (Cricket, Dec. 1980) is an exciting, romantic tale that would be fun to tell. This dragon explodes! (This version of the naming of Cracow is more fun than Domanska's King Krakus and the Dragon.

A straight telling of the Firedrake episode of Beowulf (Nye's retelling) would be a great introduction to that epic.

FIRE-BREATHING DRAGONS

Focus on fire and other hot stuff.

DISPLAY: Make a "Smoke Breathing Dragon" (from instructions in Pack-O-Fun, Fall 1983, page 14.) Basically it's a hollow dragon figure with a container hidden inside its mouth. You put pieces of dry ice into the container, add a little water and the dragon breathes smoke. Use this dragon as an intro to the program, then as a display - add dry ice for special occassions, as your budget permits.

STORIES

The Laughing Dragon by Mahood - Read and show the pictures that go with this story of a dragon with a great sense of humor who flames everytime he laughs.

The Once-Upon-a-Time Dragon by Kent would also be a good introduction to this program. Could be presented as a flannel story.

"Knight of Fire Prevention", a play in the Fall 1983 issue of Pack-O-Fun (pgs. 15 & 16) could be done as a short puppet show, either hand or stick puppets.

OUTSIDE RESOURCES Have someone from the fire department or Smokey the Bear come to talk about fire prevention.

ACTIVITIES Have a tasting of "hot" foods.

SOUVENIER Hand out "red hots" candy.

A DRAGON CHINESE NEW YEAR

Read Everyone Knows What a Dragon Looks Like by Jay Williams, showing the illustrations (using the book, slides, or pages enlarged with the opaque projector.)

Talk about the Chinese New Year or read Gung Hay Fat Choy by June Behrens, showing especially the colorful photographs of the Golden Dragon Parade. For a large crowd, use the opaque projector.

Have each child make an oriental Red Dragon out of cardboard tubes (Kitchen Carton Crafts by Sattler.)

OR have the whole group make a fiery DRAGON COSTUME by giving each child a large carton to decorate. Have one child make the dragon's head and another the tail, while all the rest make sections of the middle. Connect all the boxes with pieces of knotted cord and let each child wear his or her section in an impromptu parade. (Easy Costumes You Don't Have to Sew by Chernoff.)

Another, easier method of making a PARADE DRAGON would be to use grocery bags instead of boxes. Decorated bags could be stapled together with long strips of adding machine tape and then crepe paper or other colored streamers attached to the tape.

Check your record section for some mood music. Then hold your own CHINESE NEW YEAR DRAGON PARADE (and be sure to have a newspaper photographer nearby!)

OUTSIDE RESOURCES: Check with local Chinese restaurants and other oriental merchants to see if they would loan any materials for display or anything that could be given out as a souvenier. Check with patrons, staff, volunteers, friends for more display materials - create as much atmosphere as possible.

SOUVENIERS: Fortune cookies. Small strips of paper with Chinese symbols for good luck.

POPPING GOOD DRAGONS

A popcorn immersion that would be fun for younger children.

Read Thayer's The Popcorn Dragon, then do some popcorn fun.

BE A POPCORN: Hand each child some popped corn, to sniff, feel, crunch and eat, then let them feel some unpopped kernels. Have everyone get real small and hard, squeeze hands, then feet, legs, arms, stomache, neck and face. Sizzle. Pop! Let go! Explode like popcorn. Divide into groups of five or six, sitting in circles marked by masking tape on the floor. The circles are the popping pans. Put on some music (how about Popcorn by the Hot Buttered?), turn on the heat, have them squeeze, sizzle, explode and bounce around the pan to the music.

CRAFT: Make a DRAGON SCULPTURE using popcorn and white glue. Or glue popcorn on colored construction paper for a POPCORN MOSAIC.

RELATED BOOK: The Popcorn Book by Tomie de Paola

CLOSE WITH A LIMERICK from Moore's Spooky Rhymes and Riddles:

"A Dragon whose size was quite whopping
Breathed fire all day without stopping.
No child seemed to mind
For he really was kind
And kept all the popcorn a-popping."

LIVING DRAGONS

Have fun with stories about those distant cousins of dragons, today's reptiles. Here are only a few possibilities, but even these could keep you busy for a couple of sessions.

The Komodo Dragon's Jewels by Massie would make a terrific one-person stick puppet show, utilizing a box as scenery and stage for this lizard's funny trip to see the lights on the mainland.

The Dragon from the North by Hewett could also be told with stick puppets, or with masks, but the children could help by playing some of the animals. Follow this story up by playing the game of "Gossip".

The Alligator's Toothache by Dorian could be presented as a one-person puppet show, with a puppet alligator and the narrator playing the other three parts (each indicated by a different hat.) It would also be fun as a full-stage hand puppet show. If you don't have a lot of time, the book could be introduced via a puppet booktalk.

The Chicken's Child by Hartelius is a fun wordless book that could be shared in several ways. Use the alligator egg from Freemountain (the egg unzips and turns inside out to become an alligator) to introduce the story. If the group is too large to all see the pictures in the book: play some mood music and show slides of the pictures OR story cards (posterboard enlargements of the scenes) OR use the opaque projector to show the book. If you'd like to add narration or dialogue, you might try presenting it as a flannel story (you'd need four renditions of the alligator) or as a stick-puppets-in-a-box show.

There's a Crocodile Under My Bed! by Schubert could be followed by making a toy crocodile out of egg cartons.

The Crocodile Under Louis Finneberg's Bed by Parker is told as if it were a series of newspaper articles. Perhaps you could mock-up a newspaper to read this story from. A couple of the black and white illustrations could easily be copied and inserted as if they were newspaper photos. This newspaper could be used as part of a DISPLAY about Living Dragons.

Lizard's Song by Shannon is perfect for storytelling followed by singing, then you might want to share the lovely illustrations. Could make up more verses of the song for other animals with different types of homes.

The Monkey and the Crocodile by Galdone would be a good flannel board story, but it could also make a good hand puppet play, needing only one puppeteer.

A Crocodile's Tale by Aruego is another folktale that would make a good flannel story or puppet (this one would need two puppeteers).

POEMS/SONGS

"How Doth the Little Crocodile" by Lewis Carroll

"The Crocodile", available as a song in Beall's Wee Sing Silly Songs, which gives motions to go along with this tale of a lady on the back of a crocodile.

"Never Smile at a Crocodile"

OUTSIDE RESOURCES: Museums, zoo, reptile experts. Someone could bring some reptiles to examine.

DISPLAYS: Set up a terrarium for some chameleons or other lizards. Make a big paper-mache alligator.

OUTWITTING A DRAGON

Why slay a dragon? Surely outwitting one would be much more of a challenge!

Some stories along this line are: "The Dragon and the Monkey" from Fairy Tales and Fables, ed. by Eve Morel (a nice dragon illustration to show in this one); Alexandra the Rockeater by Van Woerkon (perfect for storytelling or two-person dramatization, with a part for the audience); and Ivanko and the Dragon by Bloch.

DRAGON BABIES

What could be more endearing than a baby dragon?

Read "The Baby Dragon" in Learning About Dragons by Stallman.

Then tell "The Drac" from Holman's The Drac: French Tales of Dragons and Demons. In this story a young mother forgets her own family while under the spell of a dragon and cares for and loves a baby dragon as if it were her own.

For the story of a lost baby dragon in Gray's "The Fabulous Beasts" (in Hoke's Dragons, Dragons, Dragons) make and use a dragon made from a glove (instructions in Gates' Glove, Mitten and Sock Puppets).

End your program with the lovely "Dragon Night" from Jane Yolen's Dragon Night and Other Lullabies.

MY DRAGON, MYSELF

Sometimes there are dragons within us and within other people.

Lexau's Every Day a Dragon is an ideal story for the younger child.

You can booktalk Holman's Professor Diggins' Dragons with older children, who would also enjoy Rosen's funny Dragons Hate to Be Discreet as a two-person dramatization.

THERE'S NO SUCH THING AS A DRAGON

This program is all about those unenlightened individuals who don't believe in dragons.

A good introduction would be the reading of the poem "A Small Dragon" from Ducks and Dragons ,ed. by Gene Kemp.

Tell The Dragon in the Clock Box by Craig and hold a small box as a prop while you tell the story. DISPLAY boxes of all different sizes. What could be inside? Give out a small box to each child, or let the children decorate boxes and then decide what's in them.

There's No Such Thing As a Dragon by Kent could be presented as a flannel board story and would also work well with stick puppets.

Dramatize The Judge, An Untrue Tale, by Zemach, by wearing different hats for the different parts.

CLOUD DRAGONS

Particulary well-suited to the younger child.

Read Sky Dragon by Wegen, then tell about Uritra the Cloud Dragon of India (Stallman's Learning About Dragons).

It Looked Like Spilt Milk by Shaw makes an ideal flannel board story.

For a craft, have children glue white polyfill shapes onto sky blue construction paper. Then, what better ending to the program (if weather permits) than letting the children go outside and discover their own cloud pictures.

THE DRAGON CIRCUS

Share Cressy's The Dragon and George (as a stick puppet show, perhaps) or Kent's The Once-Upon-a-Time Dragon. Both have dragons that join the circus, so you can use either book as the opener for a program about the circus.

Orchestrate a sound circus: divide into groups and let each group be a type of circus animal, circus musical instrument or circus barker, then blend these sounds to make a circus. You might want to tape record this and play it back to the children.

Make paper bag or paper plate masks to become someone or something from a circus.

For a gold mine of circus crafts and activities, see Rasmussen's The Kid's Encyclopedia of Things to Make and Do, pages 47-9.

LAND OF DRAGONS

Investigate the mountains and caves that dragons live in.

The Mellops Go Spelunking by Ungerer could be told using a black light flannel board, with the pieces colored with flourescent paints or crayons. Attach a spotlight with a black light in it so that it will shine on your board and turn it on and the room lights off when the Mellops go underground. If you don't want to fool with all the individual pieces, do this as a series of storyboards instead (copy using the opaque projector), try flourescent paint on black posterboard!

DRAGON BOATS

June 24th was the day of the Dragon Boat Festival in old China. Hold your own celebration by telling Hamada's The Tears of the Dragon (about a dragon who turns into a boat) and making some dragon boats. Many craft books have instructions for boats, any that have a prow could be decorated as a dragon, but any boat that floats would still make a good craft.

McCoy's The Incredible Year-round Playbook has two pages of easy-to-make boats, including two that are self-propelled.

Dohler's Customs and Holidays Around the World has a page on the festival.

EVERYONE KNOWS WHAT A DRAGON LOOKS LIKE

A focus on the history of art as seen in the depiction of dragons.

Begin by reading the poem "Let Me Tell You All About Me..." from Kuskin's Dogs and Dragons, Trees and Dreams. Ask the children just what kind of creature the poem describes.

Everyone Knows What a Dragon Looks Like by Jay Williams could be done as a two-person dramatic presentation with masks. The first part of the story should probably be edited somewhat and done as a straight narration, then use masks and dramatize the parts of Han, the little fat man, the Mandarin and, of course, the dragon. Mercer Mayer's illustrations are so lovely - an opaque projector would be helpful when copying them for the masks.

Make a **dragon slide show** picturing all types of dragons, from all cultures and historic periods, including contemporary literature for children.

Then let the children design their own dragons for a **mural of dragons.** Have each child name his or her dragon. Other dragon craft ideas are: paper mosaic or collage dragon pictures; puppet dragons; drawing dragons on blank slides, then projecting them.

BOOK DISPLAYS: Make a **diarama** with plastic dragon figures. Enlarge your favorite dragon picture with an opaque projector on a **large** piece of cardboard to make a (life-size?) **stand-up dragon** to guard your book display.

OUTSIDE RESOURCES: An art teacher, a speaker from your local museum, art league or college.

WHEN DRAGONS ROAMED THE EARTH

In early times could the idea of the dragon have come, perhaps, from the discovery of the ancient bones of dinosaurs and other prehistoric creatures?

DISPLAY Mary's Monster by Blair and Mister Peale's Mammoth by the Epsteins.

Booktalk Butterworth's The Enormous Egg - a humorous tale of a boy and the strange creature that hatches out of the egg.

For masochistic librarians: a fantastic idea that's a lot of unpleasant work - **bone pictures.** (Start cleaning and saving them now and you might have enough by summer - use any bones but pork.) If cleaning, boiling and bleaching bones is not that appealing, "bones" can be made out of construction paper or tag board (thin card stock.) Photocopy a sheet of all different types of bones; give out one sheet per child along with scissors, glue and construction paper; and let each child cut out the bones and design and glue his or her own fantastic prehistoric creature onto the construction paper. This creature doesn't have to look like anything that ever was, is or will be.

OTHER CRAFT IDEAS: Have children make their own **fossil prints** with self-hardening clay. Or make **sandcasted fossils** with damp sand and plaster of paris, using leaves, shells, baseballs, feet or anything else to make the imprint in the sand.

Rubbings can also be made from leaves and other interesting natural objects. A fish can be lightly painted, then printed onto paper for a very realistic fossil fish. For more clever dinosaur craft ideas, check Richard Rasmussen's The Kid's Encyclopedia of Things to Make and Do. Edith Sisson's Nature With Children of All Ages has complete instructions for a great dinosaur diorama.

TAKE A DRAGON TO LUNCH

These stories are about befriending dragons and there are lots of these to choose from (check the bibliography for even more).

The Funny Thing by Gag could be done as a colorful flannel board. It would be especially effective if the creature's tail could actually grow!

Delaney's One Dragon to Another is a great read-aloud, but it could also be done as a one-person puppet show. The story stars a very long dragon that smokes and a very short dragon (caterpillar/butterfly) that flies.

Booktalk The Dragon's Quest by Manning or The Dragon of Og by Godden.

Magic in the Mist by Kimmel is a lovely story perfect for telling.

Sing "Puff the Magic Dragon" from Puff the Magic Dragon by Romeo Muller. (It's also available on many children's records and albums by Peter, Paul & Mary.)

Then choose one of the dragon crafts from "More Dragon Crafts" at the end of this section.

DRAGONS FIERCE AND MILD

There seems to be a wide range of temperment in dragons: some docile and benign and others quite bad tempered. The epitome in fierce tempered, evil dragons has to be Smaug, from Tolkien's The Hobbit. Even children who are not yet old enough to read The Hobbit will enjoy a reading of Bilbo Baggins' first encounter with the sleeping dragon.

After the reading, play a game of SMAUG'S JEWELS. All that is needed is a beanbag, a ball of yarn, a hankerchief, or any other object that is easy to pick up. One person is chosen to be Smaug and stand guard over the "jewẽls" (beanbag or whatever). Everyone else forms a circle around Smaug and must try to steal the treasure without being tagged. Those touched by Smaug are frozen in place and can no longer try for the treasure. For more detailed instructions read The Incredible Indoor Games Book by Gregson.

Tom McGowen's Dragon Stew, about a king who wanted to try a most unusual recipe, can be performed as a full-stage puppet show, with stick puppets or as a two-person hat and mask show (use hats for the people and a large stick puppet, that could also be used as a mask, for the dragon).

Read aloud some poetry about fierce dragons. Prelutsky's "The Dragon of Death" (from his Nightmares: Poems to Trouble Your Sleep) would make anyone nervous about finding a dragon's "golden cache." An ancient and evil, but lonely, dragon tells his story in C.S. Lewis' "The Dragon Speaks" (included in Green's A Calvalcade of Dragons.)

Present Kenneth Grahame's The Reluctant Dragon in any of a variety of ways. The 1983 edition of this classic illustrated by Michael Hague is particularly stunning. The May 1974 issue of Plays magazine has a puppet show version and Thane's Plays

from Famous Stories and Fairy Tales dramatizes it for human actors.

ME AND THE DRAGON

Stories about dragons that team up with humans in the (mostly) everyday world.

BOOKTALKS:

Hildrick's The Dragon that Lived Under Manhattan
Yep's Dragon of the Lost Sea
Sargent's Weird Henry Berg

Tell the Greek tale Dorin and the Dragon and then read The Dragon of an Ordinary Family by Mahy. Jeschke's Firerose, because of its muted pencil illustrations, would be difficult to use with a large crowd, but the story about a little girl who has a dragon tail and the drawings themselves are both enchanting, so keep it in mind for small groups.

MORE DRAGON CRAFT IDEAS

CLAY-DOUGH DRAGONS (or alligators, dinosaurs)

Mold dragons from a mixture of 1 cup flour, 1/2 cup salt, 1/3 cup water and color with food coloring. Dry figures in a 225 degree oven.

PAPER DRAGONS

Make double-headed dragons or ridge-backed alligators from folded paper. (Paper Capers by Temko).

A sinewy serpent-like dragon takes only paper, scissors, glue and crayons. (Chessler's Do a Zoomdo or Temko's Paper Capers).

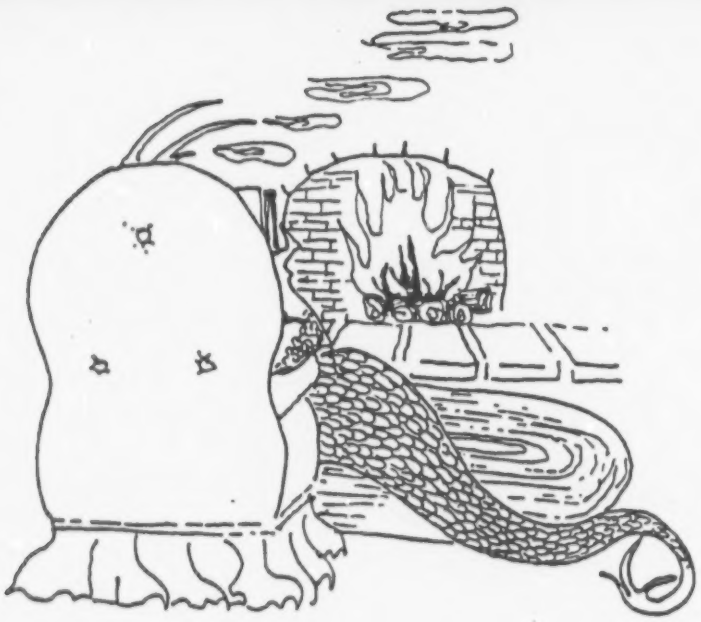
PAPER-MACHE DRAGONS

Make the shape of a dragon by taping together cardboard tubes and crumpled newspaper. Cover with paper-mache and paint or cover with strips of colored tissue paper. For a glossy finish coat with acrylic polymer or diluted white glue. Check Children's Crafts "Paper Menagerie" for more ideas.

C.S. Lewis once wrote:

"We were talking of DRAGONS, Tolkien and I
In a Berkshire bar. The big workman
Who had sat silent and sucked his pipe
All the evening, from his empty mug
With gleaming eye glanced towards us:
'I seen 'em myself!' he said fiercely."

(from A Cavalcade of Dragons, ed. by Roger Green)



CRAFT ACTIVITIES

Mini-Craft Series: The series could last four (4) weeks, one session each week. Pick crafts that can be accomplished in one session such as kite making, puppetry, weaving, candle-making or bread dough art, etc. If your library cannot afford to buy the necessary materials, charge a fee. Other options include asking each participant to supply their own materials and placing a "collection box" in the library asking patrons to donate the necessary items.

***

Create a Quilt. Children can draw or stitch a favorite character, scene or author/title of a favorite book on a square of material. When you get enough squares, put together a quilt. (For directions on quilt making see Josephine Rogers' The 7-Day Quilt. Photos by Dana Levy. Illustrated by Jill Carlin. c. 1979, Push Pin Press for Van Nostrand Reinhold Co. $17.95. APLS - Q 746-97 Rog.) If you have an active Senior Citizens group, or a local sewing group, see if they will help put it together.

***

Treasure Hunt. Develop questions to give to children when they come into the library. The packet could ask the child to locate a book about a horse, or a book with a color word in its title, to locate three books you would recommend to others, etc. As the children successfully answer their question they can add a decoration to a growing bulletin board, have their name written on an "honor roll" or be given a special bookmark. (For these, consider the many bookmarks produced by the Children's Book Council, Inc., 67 Irving Place, New York City, NY 10003 and available for a small charge).

***

Fantasy Puppets. Make paper bag puppets of dragons, wizards, witches, etc. Have a large quantity of useable materials available for children to decorate these puppets or make their own. Display them in the library. They can be hung with clothespins on a string in the children's room.

***

Magical Frieze. Get a large roll of paper. Ask your local grocer where they buy their rolls of butcher paper. Have crayons, magic markers, felt tip pens, and paints. Let children use a designated space to do an illustration from their book or books. When completed, hang around the walls of the library.

***

Dragon Display. Construct a large dragon of cloth, cardboard or other material. Use for display in the library. When children read a book let them write their name, the title and author of the book on a scale and attach it to the dragon. Cut scales in advance, put in a box set aside so they are ready for use as needed. Use glue, tape or pins to fasten on scales.

***

Fantasy Walk. The climaxing event may be a Fantasy Walk or a parade through downtown. Program participants dress in fantasy costumes and assemble in the library to line-up for the parade. Children dressed in fantasy costumes may be asked to play a musical instrument or perform a special activity to make the event enjoyable. Suggestions: twirl a baton, beat drums, cymbals or play other instruments. (no experience necessary).

***

ENCHANTED STONE PAPERWEIGHT

Materials

Smooth stones
Spray paints (assorted colors)
Model paints (assorted colors)
Small paint brushes
Shellac or hair spray
Old newspapers*

Directions

Before children arrive collect enough stones for each child. Scrub stones well and let dry. When dry spray paint and let them dry again. Let each child choose a stone and paint magic designs on it. For magic or enchanted stones use designs that will correspond with the theme.

When designs are dry, spray twice with shellac or hair spray. Be sure to let stones dry between applications of shellac.

EGG CARTON WITCHES

Materials

Egg cartons
Poster board
Black construction paper
White yarn
Scotch tape
Glue
Stapler
Box of assorted construction paper, scraps, buttons, beads, felt, needle and thread
Scissors
Old newspapers*

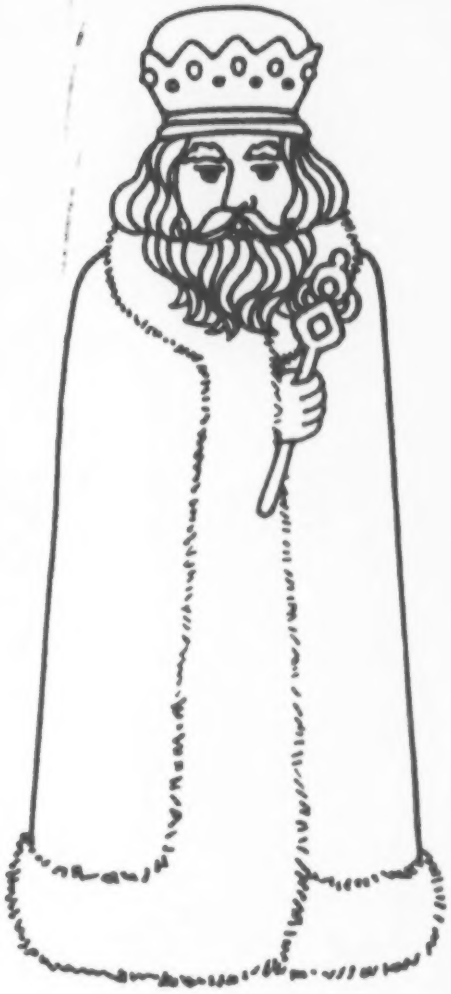
Directions

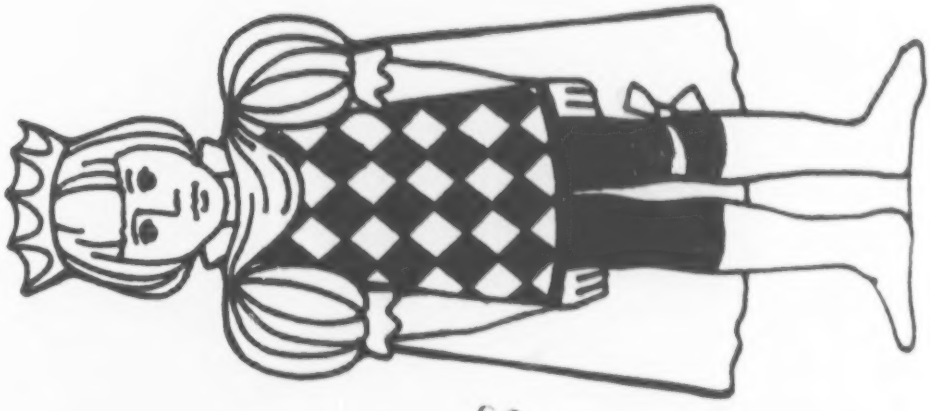
Cut egg cartons so two egg holes are eyes. The raised area between holes is a nose, cut thru next row of egg holes at an angle, and bring to a point for the chin.
Cut pattern for witches hat out of poster board.
Cut 12 8" pieces of white yarn, tie in center. This makes the hair.
Give each child an egg carton cut out and one yarn bundle.
Instruct children to use pattern and cut witch hats out of black paper.
Glue hat on top edge, Glue hair on sides.
Instruct children to make eyes, mouth, warts, earrings and various details using scraps from the box.

NOTE: *Use newspapers to cover work area.

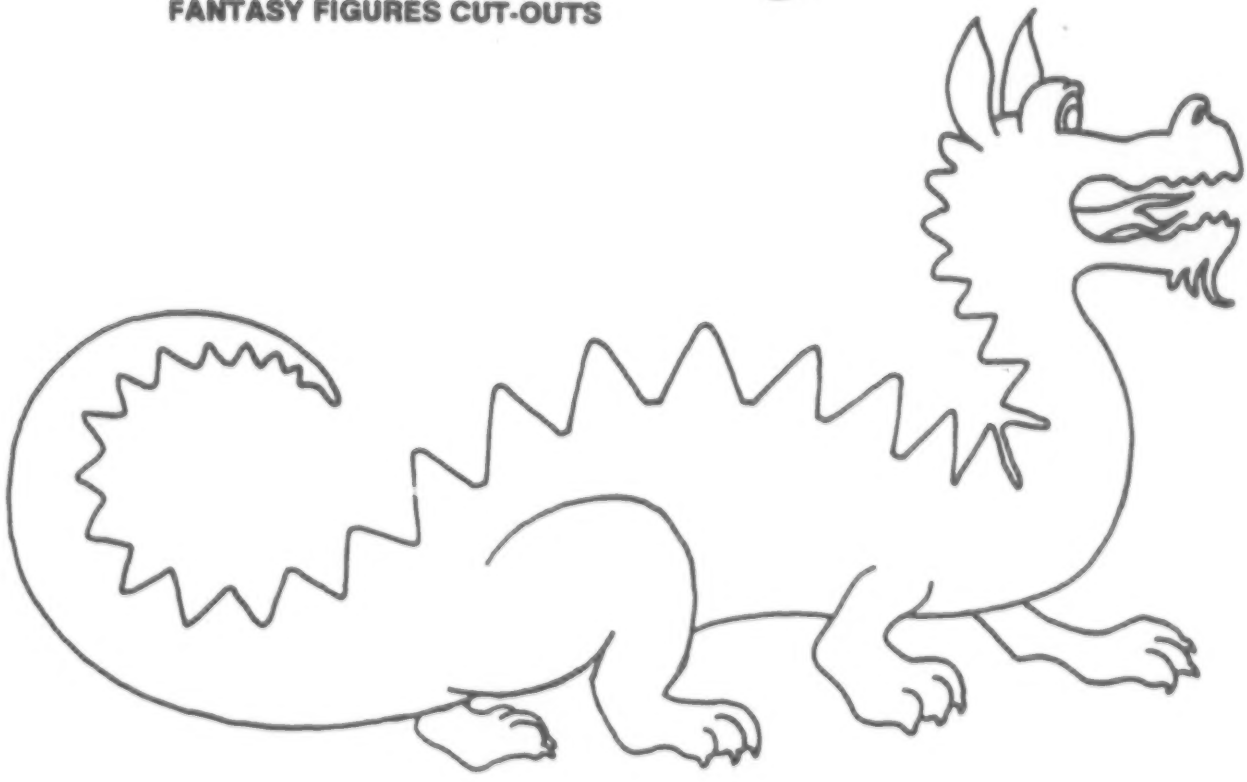
CASTLE CUT-OUTS

MEDIEVAL CHARACTERS CUT-OUTS





FANTASY FIGURES CUT-OUTS

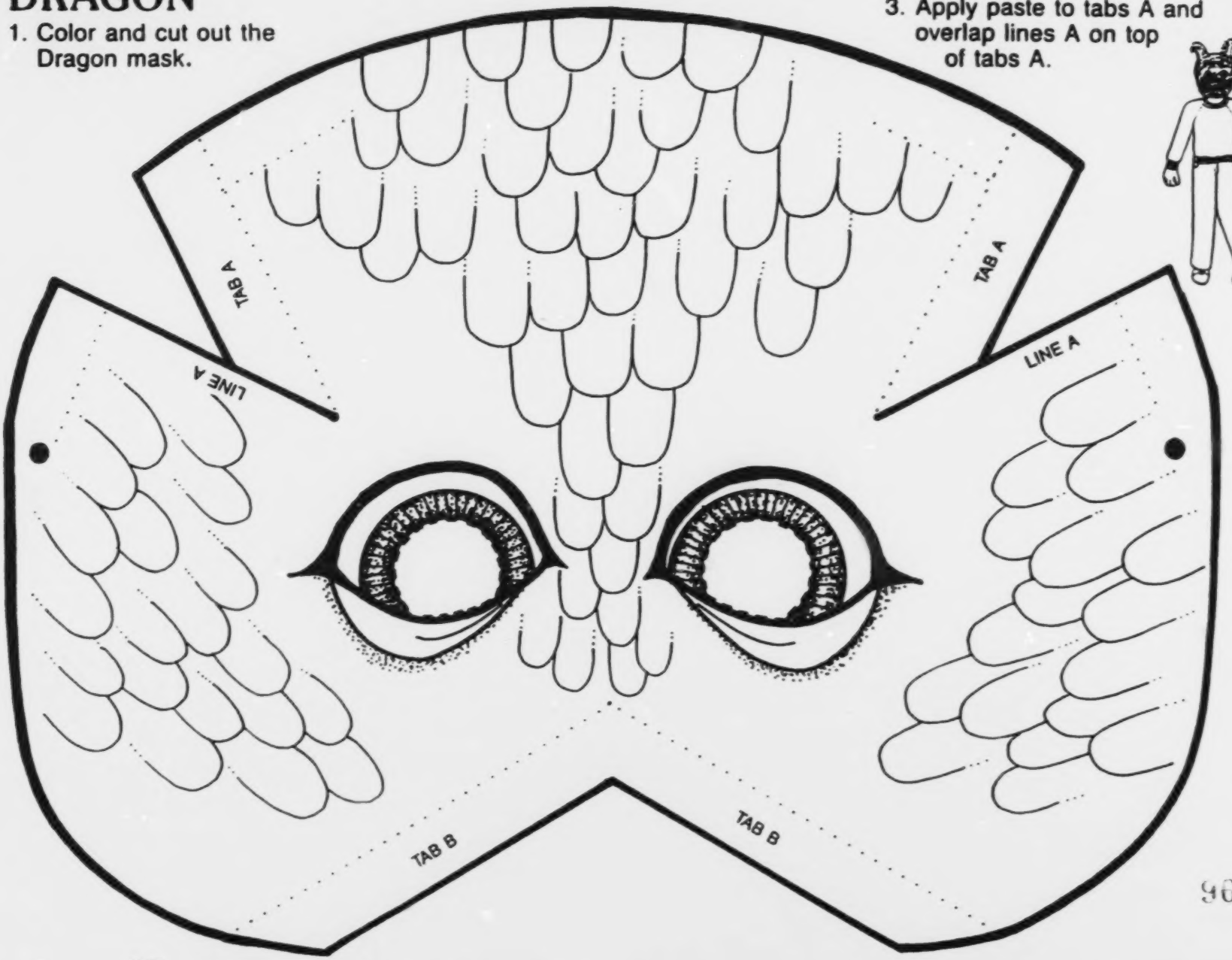


FANTASY FIGURES CUT-OUTS

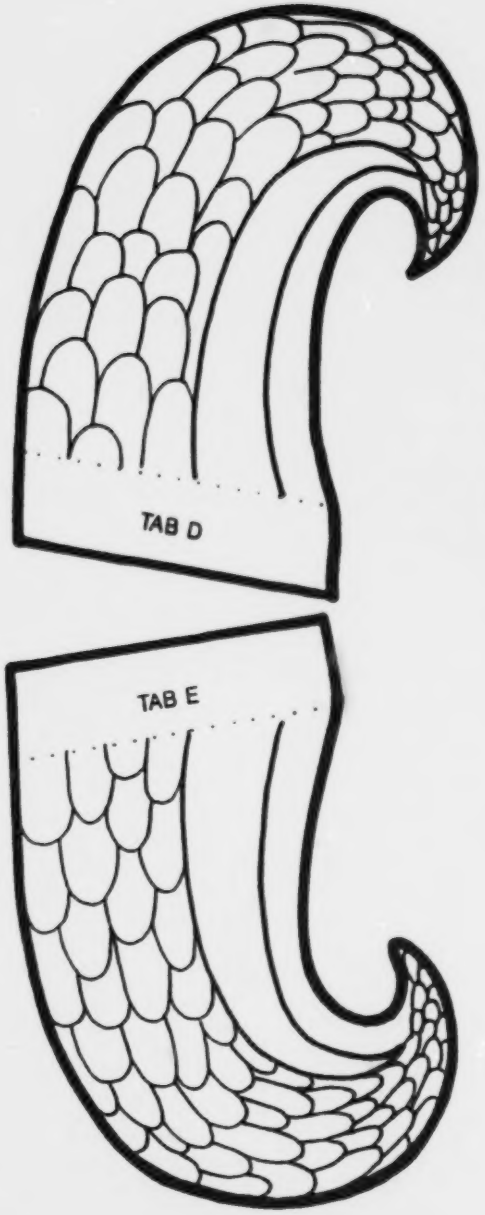
DRAGON

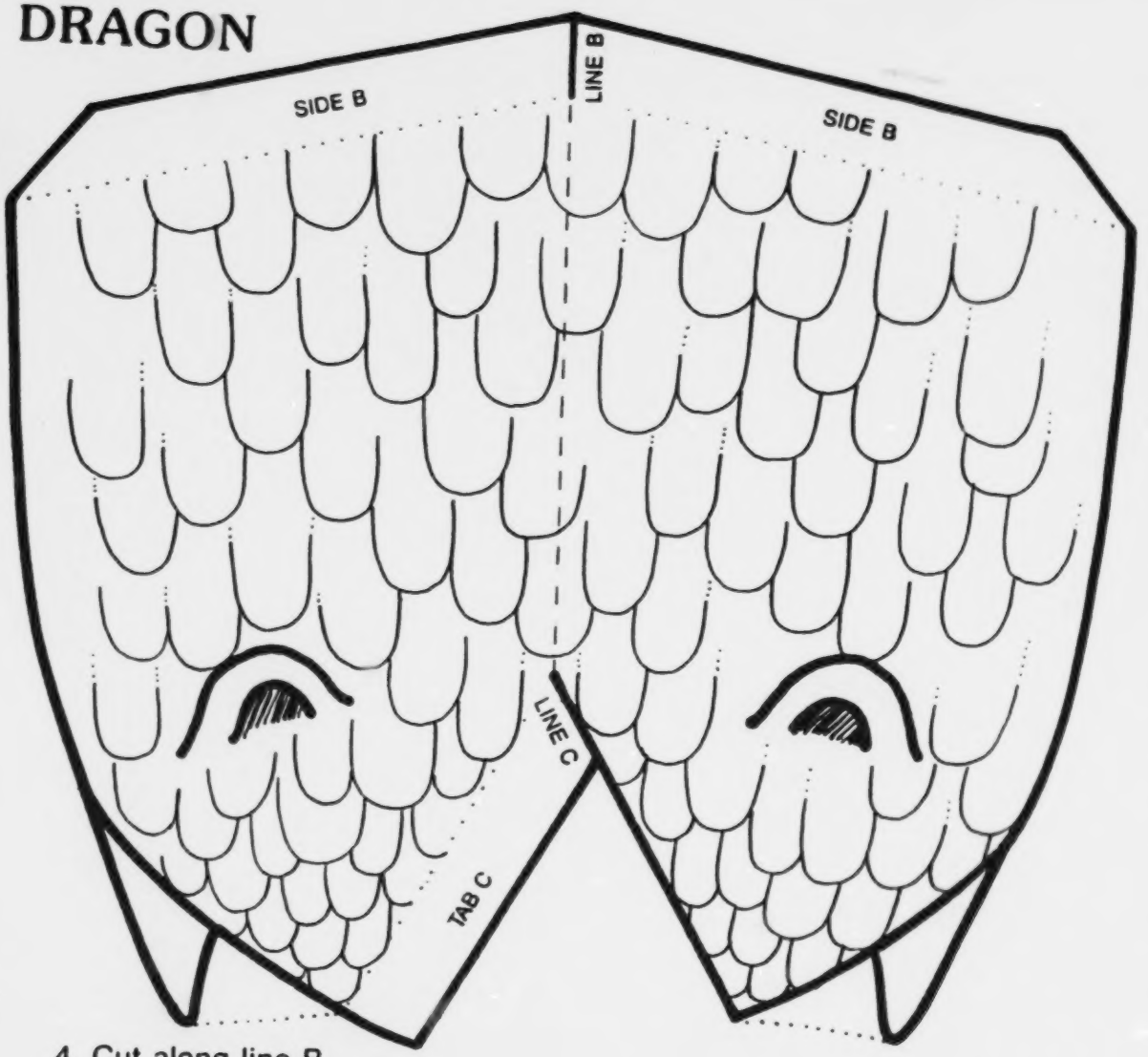
1. Color and cut out the Dragon mask.

2. Cut along lines A.
3. Apply paste to tabs A and overlap lines A on top of tabs A.



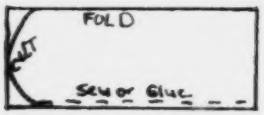
DRAGON

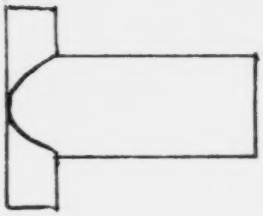


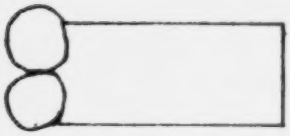


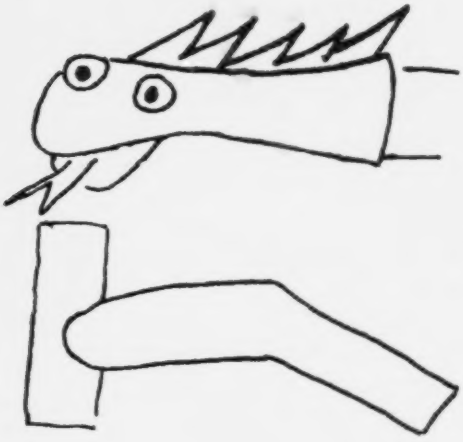
4. Cut along line B.
5. Fold sides B upwards. Paste sides B on top of tabs B.
6. Cut along line C.
7. Apply paste to tab C and overlap line C on top of tab C.
8. Apply paste to tabs D and E and paste to the top of Dragon's head.

DRAGON PUPPET









1. Start with a rectangle piece of green cloth about 12" x 15". Fold the cloth lengthwise and measure about 2" from the end. Draw a curve as shown. Cut along curve.

2. Sew or glue down the open side to the mark. If you use glue, dot it in a line, instead of a solid line. Let it dry.

3. For the mouth use a piece of red, pink or orange cloth about 4" x 4". Fold it in half and place it in the mouth. Draw around the mouth and cut out with scissors. To add teeth cut two 8" strips of white felt and sew or glue in with mouth piece.

4. Glue or sew the mouth part in. Be careful to sew or glue well at the corners. Let it dry or iron the seams dry then turn it right sides out.

5. Add a felt spine, eyes, tongue, ears and nose for the dragon look. Use buttons, beads, bits or yarn, pipe cleaners or felt----Be Creative!

6. Put your thumb in the lower lip and the other fingers in the upper part of the mouth.

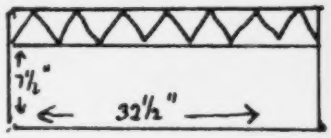
7. Alternate: make a sock puppet.

CROWN

1. Cut a rectangle of white paper about 32½" by 7½". Cover one side with gold paper.

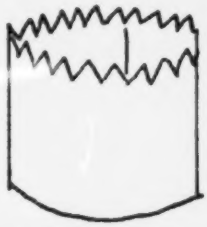
2. Cut a 2½" square out of white paper. Draw a triangle on it as shown and cut it out.

3. On the back of the rectangle draw a straight line 2½" from the top. Place the triangle on the line and draw round it until you come to the end of the line.



4. Cut along the zig-zag line. Use the gold triangles you have cut out to cover the points of the crown on the inside.

5. Stick the ends of the rectangle together to make a cylinder.



6. Cut two strips of white paper 10" by 1" and two more of gold paper. Stick the white strips crosswise inside the top of the crown.

7. Cut a circle of pink tissue paper the same size as the base of the crown. Cut it into four. Stick the edges of each one to the white strips. Stick the strips of gold paper over the pink tissue paper in the same position as the white ones.

8. You can decorate the crown with shapes cut out of shiny paper, as shown

EGG CARTON DRAGON

Materials

1 cone shaped pressed cardboard egg carton; glue, scissors, sharp knife, green acrylic paint, #5 brush, #7 eyes.

Construction

1. Three cone shapes and end of center section will be used for Dragon body. Cut off each side of egg carton; then cut off 3 cones and end of center section. The other 2 cones will be the head and feet of Dragon. Do not discard these.
   Figure 1

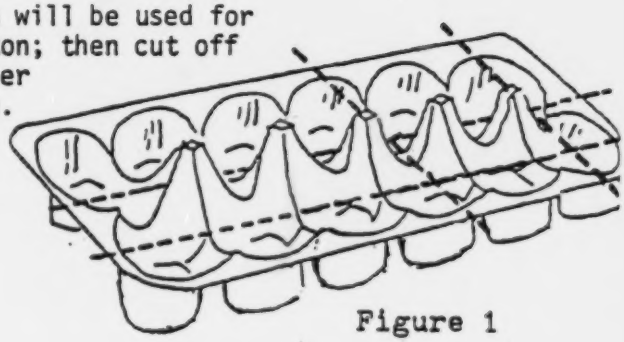


Figure 1

2. If the carton is not cone shaped, you may cut a slit along the front edge of the first cone of the body. Form into a triangular shape by overlapping the two sides and gluing them together. This will shape the neck.
   Figure 2

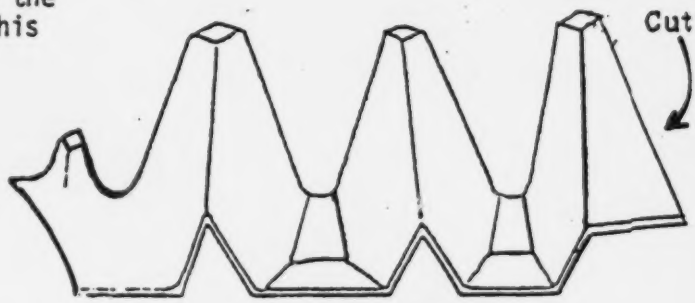


Figure 2

3. Cut off end part of the 2 cone section. Place in lower opening of the Dragon's neck section. This will be the feet. Glue together.
   Figure 3

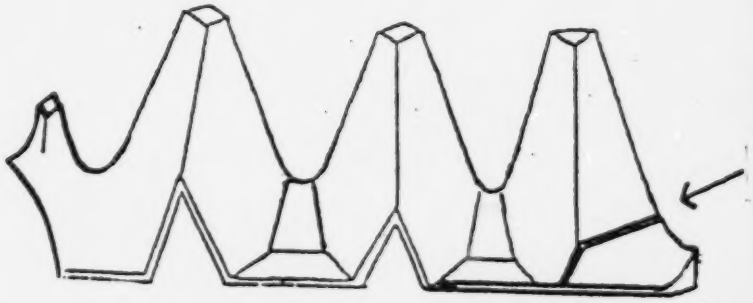


Figure 3

4. Trim the remaining cone for the head and ears. Leave in a triangular shape to form the ears.
   Figure 4

Glue head on top of front cone. Allow enough time for this to dry. With sharp knife, carefully cut through center of carton. Do not make the opening any larger than necessary. Do not cut end section completely through. Make a slit in it across the top. Begin cutting, as indicated by broken lines. Also cut as indicated on head.
Figure 5

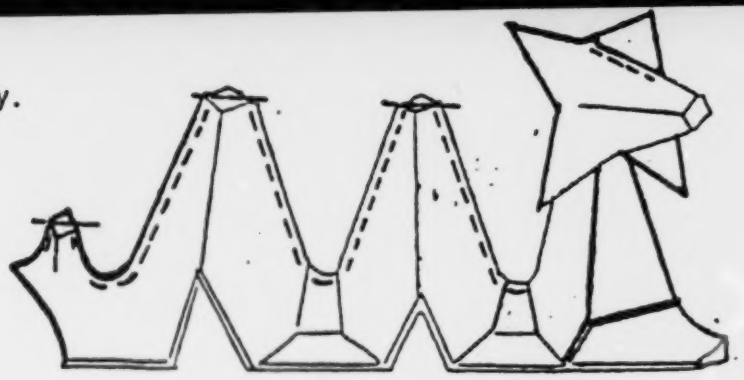


Figure 5

Use the other portion of egg carton for scales. Length for tail scales should be about 3-4" long; head scales should be about 2-3" long body scales should measure 5/8 inch width by 1 inch height. Cut tongue from red felt. Paint Dragon; let dry.
Figure 6

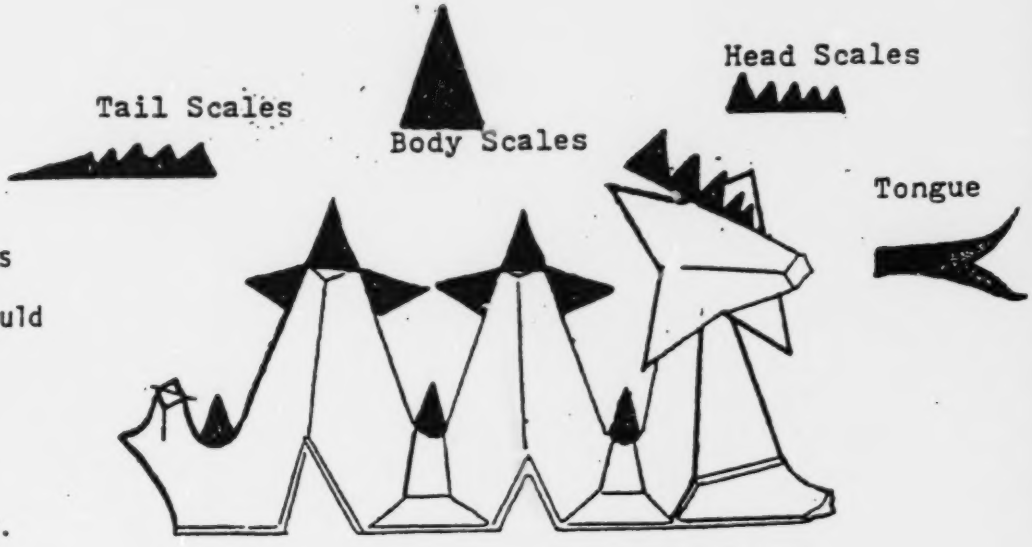
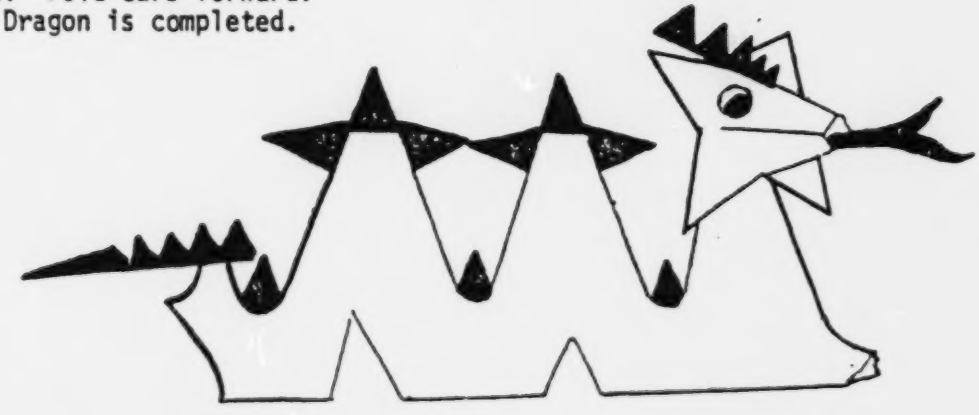
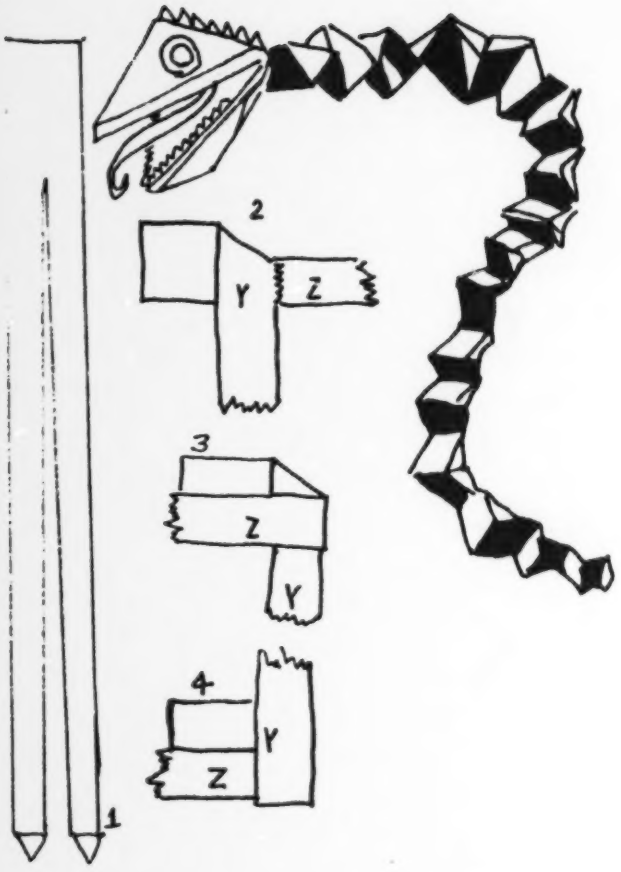


Figure 6

Glue tongue and eyes in place. Fold ears forward. Your Dragon is completed.



PAPER DRAGON



1. Cut two strips of green paper about 20" long, ½" wide at one end and 1½" at the other.

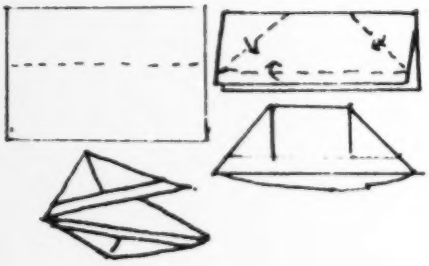
2. Let the upper strip by y and the lower one be z. Lay strip y at a sharp angle over strip z so that they form a right angle.

3. Now lay strip y at a sharp angle over z to the left.

4. Overlap strip y upward over strip z. Then overlap strip z over y to the right. Continue with the overlapping until the strips are used up. Paste the tips of the tail together so that they won't come apart.

Legs: (not pictured)

1. If you want to add legs make each the same way as the body. Use strips ½" wide and much shorter than those you used to make the body.



Head:

1. Cut a rectangle out of green paper. Fold it along the dotted lines, then open it out.

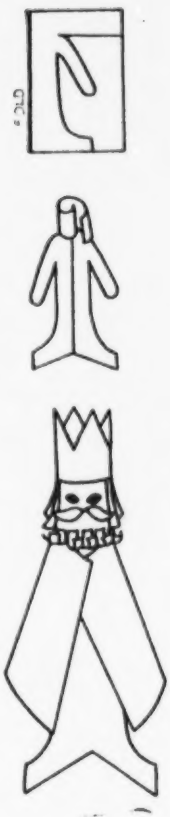
2. Add eyes, tongue, teeth, etc. Cut out of shiny colored paper.

BEST COPY AVAILABLE

King

Materials Needed:
construction paper
a sheet of colorful wrapping paper
a sheet of silver or gold paper

How to Make It:
1. Fold a piece of skin-colored construction paper in half and draw a pattern like the one in the diagram. Cut it out.
2. Unfold the body partway, so it can stand on its feet. Roll both ends of the strip for the head. Fasten it with glue.
3. Cut a rectangle of wrapping paper and put it around the king's shoulders to make a cloak. Staple the ends together.
4. Make the hair by gluing strips of paper to the sides and back of the head. Glue on curled strips to make the beard. Cut out a mustache and two eyes of construction paper. Glue them on.
5. Cut a wide strip of gold or silver paper long enough to fit around the top of the head. Cut out the points of the crown with scissors. Staple it in place, fastening it at the back, where the staple won't show.



Queen

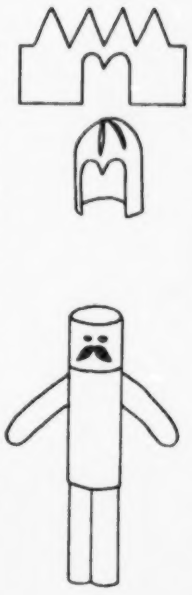
Materials Needed:
construction paper
a sheet of colorful wrapping paper
a sheet of silver or gold paper
felt-tipped markers

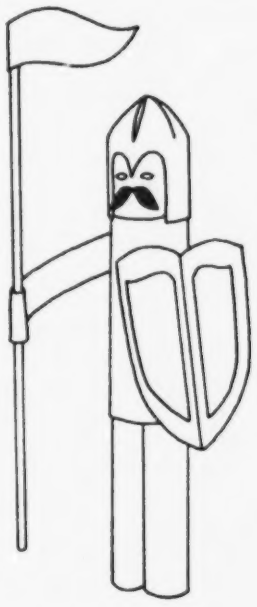
How to Make It:
1. Draw a large half circle on the sheet of wrapping paper. Cut it out and roll it up into a cone. Fasten with tape or staples. Cut off the tip of the cone, leaving a hole about 1 or 2 inches across.
2. Roll skin-colored paper into a cylinder tight enough to fit through the top of the cone. With the cone and the cylinder standing up on end, the cylinder should stick out about 2 inches at the top. Trim either or both parts to get the right proportions.
3. Glue on curled strips of paper to make the hair. Draw the face with felt-tipped markers.
4. To make the crown cut a strip of silver or gold paper with a jagged row of points along the top. Roll it up around the top of the head and glue or staple it together.

Knight

Materials Needed:
construction paper
a paper straw
a small, thin paint brush

How to Make It:
1. Make the knight's body by rolling up a cylinder of blue or gray paper. Fasten it with staples. Roll two tighter cylinders of paper of the same color. Insert the two tight cylinders into one end of the body. Hold the legs in place with glue.
2. Make the head by rolling a small cylinder of skin-colored paper and inserting it in the top of the body. Fasten it with staples or glue. Glue on eyes and a mustache cut from colored paper.
3. The arms are cut from a single long strip of paper of the same color as the body and legs. Glue the arms to the back of the figure. Curl them slightly so they bend around toward the front of the body.
4. Draw a helmet pattern like the one shown, big enough to fit around the head and overlap a little in back. Cut out the helmet. Fasten the ends together with glue. Bend the four points in toward the center and glue them together. Brush a little glue around the top of the head, then put the helmet on the head.
5. Cut a paper shield in some bright color. Decorate the shield with glued on paper shapes. Bend the knight's left arm at the elbow. Glue the shield to the left arm, in front of the body. If the weight of the shield makes the knight fall over, just glue the edge of the shield to the knight's chest.
6. Wrap the knight's right hand around the paper straw. Fasten it with a little glue. Glue a paper flag to the top of the straw.

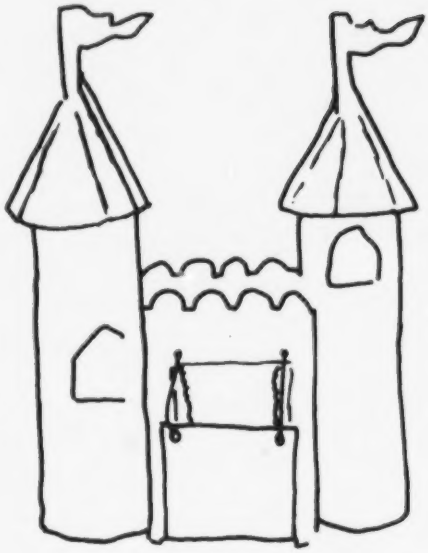


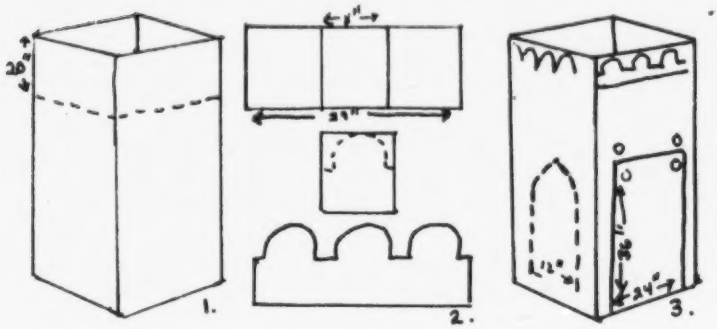


MAKE A CHILD SIZE CASTLE

Materials Needed
BOXES: Two refrigerator boxes and one range box.

Materials: Mat knife, pencil, yardstick, 6" x 24" piece of drawing paper (or wrapping paper or newspaper), scissors, quarter (25¢), table knife, sixteen 1½" paper fasteners, thumbtacks, string, glue, glue brush, four 8 foot lengths of rope or clothesline.





INSTRUCTIONS

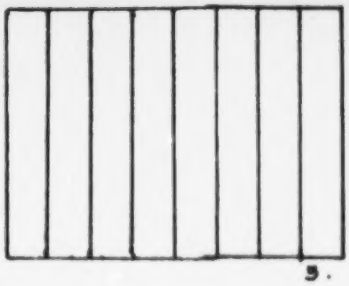
1. To make the drawbridge section of the castle, cut the flaps from the top of the refrigerator boxes. Do not cut off the bottom flaps. Measure and draw a line as shown on all four sides of the box. Cut along the dotted line. Reserve the cut-away piece for pennants.

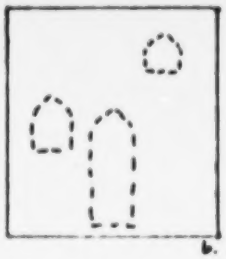
2. To make a pattern for the scallops at the top, fold the 6" by 24" piece of paper into thirds. On the folded paper draw the shape as shown in the diagram. Cut along the dotted line. Unfold the pattern.

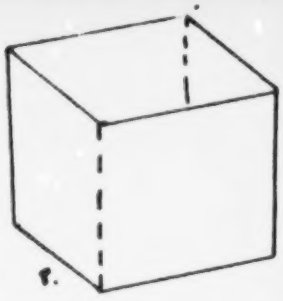
3. Hold or tape the pattern against the box as shown. Draw around the scallops. Use the pattern to draw scallops. Use the pattern to draw scallops all the way around the box.

   For the drawbridges, on each of two opposite sides of the box, draw a vertical center line. From this center line measure and draw a 24" x 36" rectangle. Using a quarter, draw small circles at the top corners of each drawbridge, and matching circles above, in the castle wall.

   On each of the two other sides of the box, draw a 12" x 36" rectangle but coming to a point at the top 4" above the bottom edge of the box. Cut along all the dotted lines as shown.







4. To make the bottom sections of the two towers, cut off the top and bottom flaps of the second refrigerator box. Cut the box in half along the dotted lines, as shown. Lay the two pieces out flat.

5. With a pencil and yardstick, divide each piece into equal vertical sections (approximately 6" wide) and draw lines as shown. Score and then fold along the lines. Bend the cardboard back and forth several times along the lines.

6. Measure and draw the door rectangle (12" x 36") in the center of each piece, 3" above the bottom edge as shown. Draw the large window rectangle (12" x 16") and the smaller window rectangle (10" x 12") as shown. Draw the curved lines. Cut along all the dotted lines.

7. Roll the two scored pieces into cylinder shapes. Overlap the edges 6" and punch three holes in the top, middle, and bottom of the overlap. Secure with the paper fasteners.

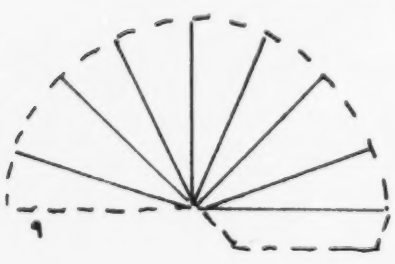
8. To make the two cone-shaped tower roofs, cut the range box in half along the dotted lines.

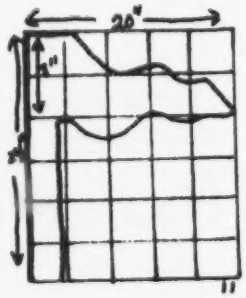
9. On each half draw a semicircle and flap. The radius of the semicircle should be approximately 29". Cut along the dotted lines and score and then fold along the solid lines.

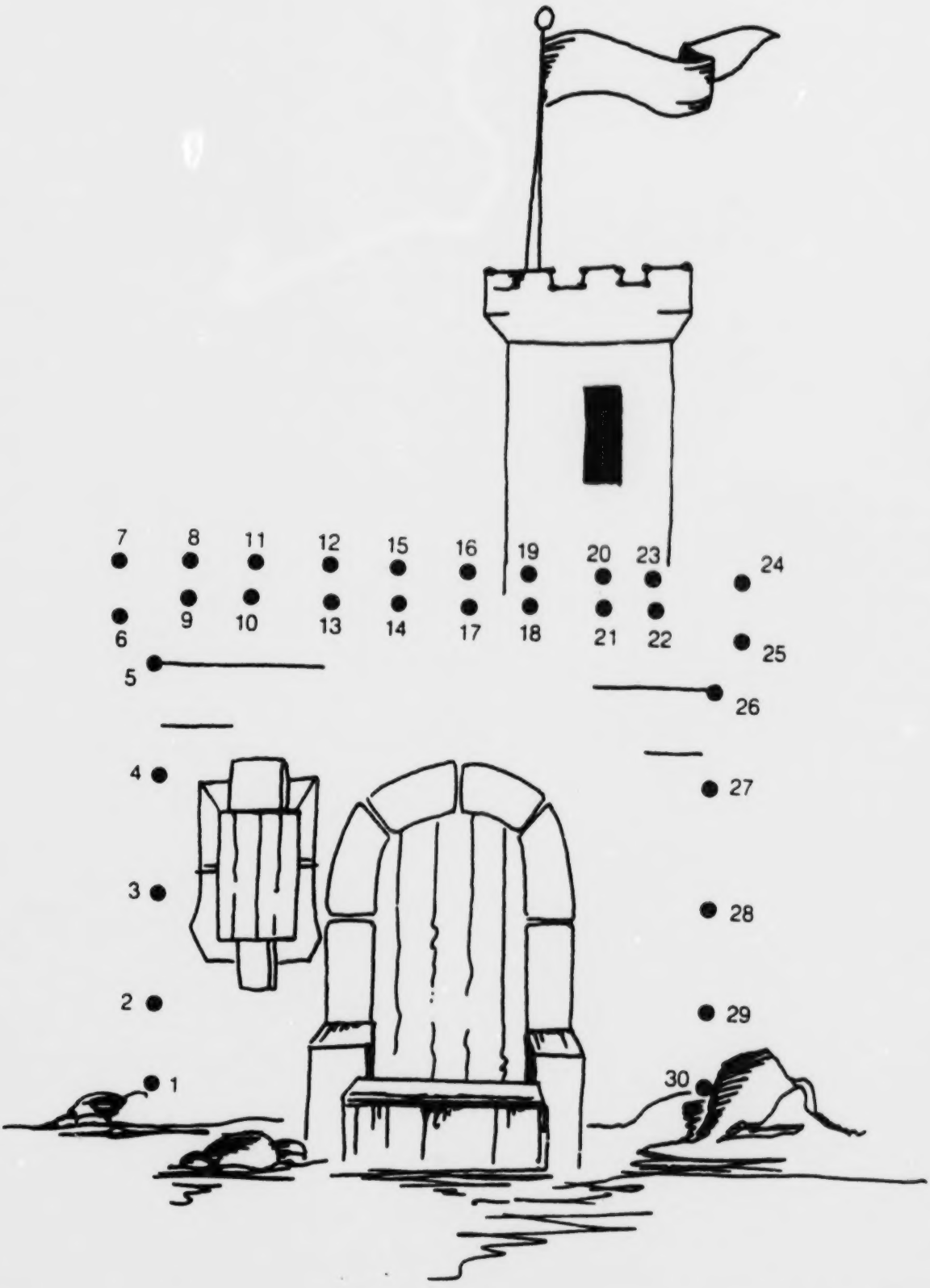
10. Roll the two pieces into cone shapes. Punch holes in the overlapping flap and secure with paper fasteners. Cut a 3" slot in the top of the front of each one to hold the pennants.

11. To make the pennants, cut four 20" x 24" cardboard rectangles from the piece left over from the drawbridge box. Measure and draw four pennants as shown. Each square equals 4". Cut the pennants out and glue them together in twos for added strength.

12. To assemble the castle, punch holes in the sides of the drawbridge box and the two towers. Attach each of the towers to the drawbridge box with three paper fasteners. Put the cone roofs on the towers. (If you want to attach the roofs to the towers, punch holes in each side of the two cones and in the tower bottoms and thread with twine. Tie knots.) Insert the pennants in the roof slots. Thread the lengths of rope through the holes in the drawbridge section. Knot the ropes at both ends.



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DRAGON RIDDLES

Q. What Knights rode camels?
A. The Arabian Knights (nights).

Q. What fish did the knights eat?
A. Swordfish.

Q. What games did the knights play?
A. A Knight game (night).

Q. Where did King Arthur go for entertainment?
A. A knight club (night club).

Q. What weapon is most feared by knights?
A. A can opener.

Q. What time is it when a knight looks at his belly button?
A. It is the middle of the knight (night).

Q. What would you call a knight caught in a windstorm?
A. A knight in gale (nightingale).

Q. Why do dragons sleep during the day?
A. So that they can fight knights (nights).

Q. Why were the Dark Ages so dark?
A. They had more knights (nights) in those days.

Q. What goes through a castle door but never goes in or out?
A. A keyhole.

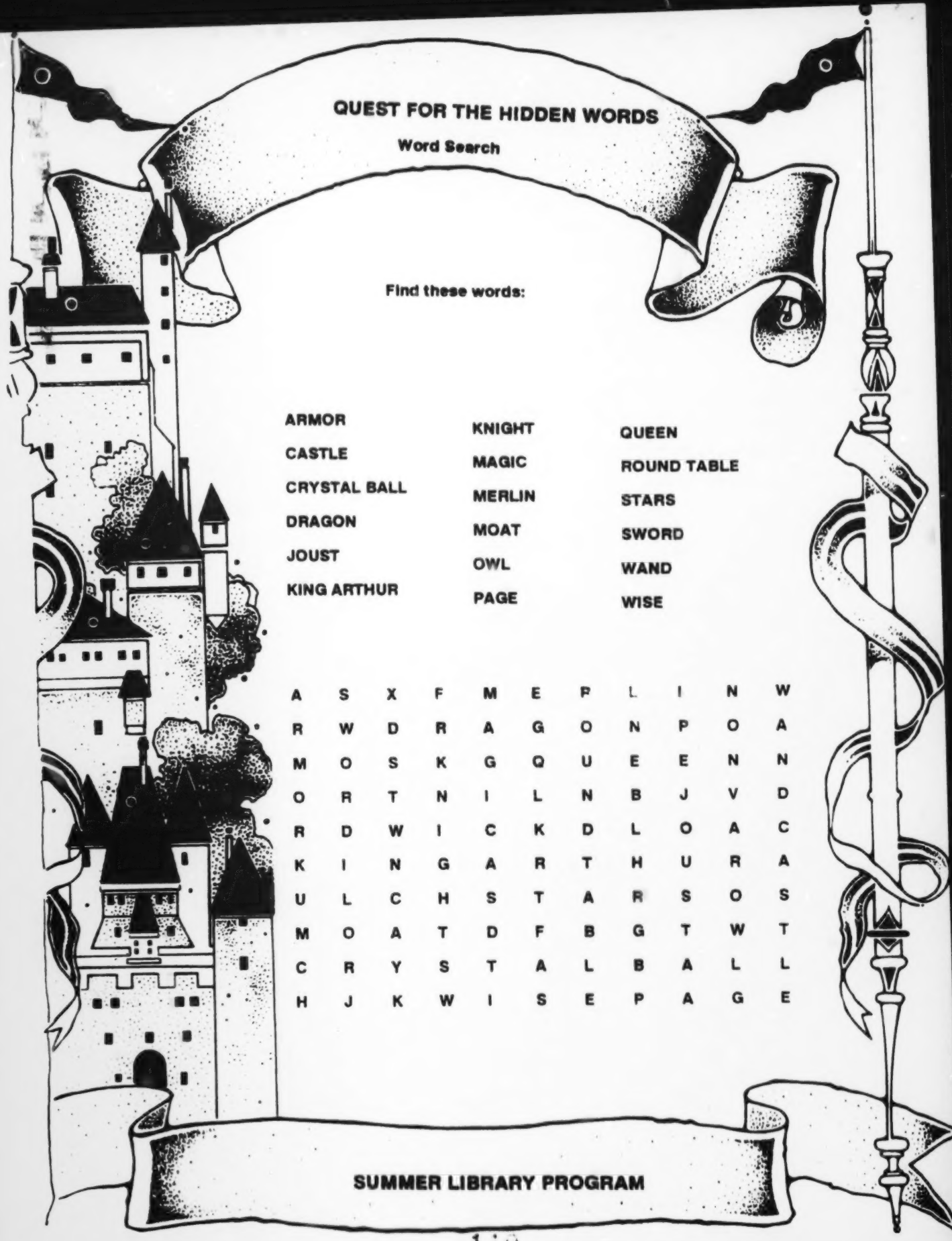
Q. What is known as a terrible dream?
A. A knightmare (nightmare).

Q. How can you cool down an angry dragon breathing fire and smoke?
A. Throw water on him and he will let off steam.

Q. Where did the knights study?
A. In knight (night) school.

Q. What was the most dangerous time for knights?
A. Knightfall (nightfall).

Q. Down in the dark dungeon
There sits a brave knight
All bridled, all saddled,
All ready to fight;
Call me his name for the brass of my bow,
I've told you three times now
And still you don't know
A. The knight's name is All.



QUEST FOR THE HIDDEN WORDS

Word Search

Find these words:

ARMOR
CASTLE
CRYSTAL BALL
DRAGON
JOUST
KING ARTHUR
KNIGHT
MAGIC
MERLIN
MOAT
OWL
PAGE
QUEEN
ROUND TABLE
STARS
SWORD
WAND
WISE

A	S	X	F	M	E	P	L	I	N	W
R	W	D	R	A	G	O	N	P	O	A
M	O	S	K	G	Q	U	E	E	N	N
O	R	T	N	I	L	N	B	J	V	D
R	D	W	I	C	K	D	L	O	A	C
K	I	N	G	A	R	T	H	U	R	A
U	L	C	H	S	T	A	R	S	O	S
M	O	A	T	D	F	B	G	T	W	T
C	R	Y	S	T	A	L	B	A	L	L
H	J	K	W	I	S	E	P	A	G	E

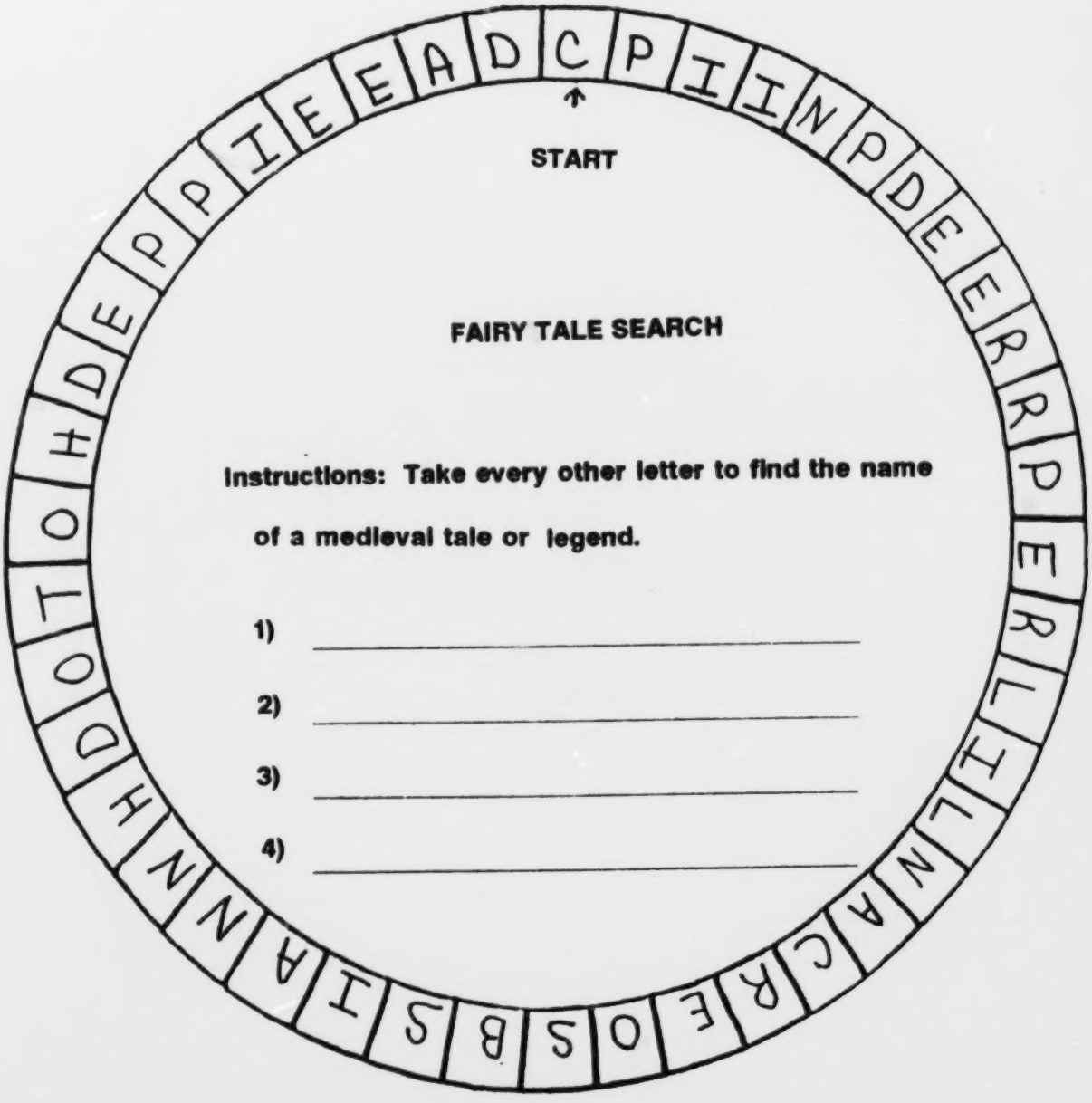
SUMMER LIBRARY PROGRAM

SUMMER KNIGHTS WORD SCRAMBLE

Unscramble these letters to make words about knights:

1. SSECATL _____
2. EICSSRNP _____
3. ARDNGO _____
4. EALSMD _____
5. ORCSREER _____
6. OATM _____
7. MRORA _____
8. ELSLP _____
9. HLIDES _____
10. DOWSR _____
11. GKNI _____
12. SGTNKIH _____
13. SOCRSWBO _____

FAIRY TALE SEARCH



KNIGHTS OF THE WORD SEARCH

Q Y Y S H M Q G G T I Q N C L P V L E V G K C V F
Z D E X C A L I B U R I J K I T B F Q R P T U E V
M K T S H C O I X U H Y T U V T Z I C U E J K V M
U Z W O Q W V E P M M U L U E H D R T H X S X Z K
L L J I R L W O U E S Z V M O R Y W H T F Q K X M
Z N O E W D A I C F R S O Z B Q D W G R V O Q V B
D R O U N D T A B L E W U H Z F J Z I A H T U D U
B B K M E M O H E A P V O W D O U M N G Y G N R F
U Y A B D Z O N I G L Z E O M R K N K N D M L V G
O A T O L E M A C K K G N H A N J F N I W O K A O
V F O E N R E D K N I G H T Y S F C E K F W L U I
G E R F D J P Z Z J G S E F I M Z P E G Z A E C Q
Y L G L K Q A P L G G G D P W X B T R B H K S G J
Y A A Y J Z L O T O L E C N A L G Y G A O L C X E
J N S W A S W N O Q K B F E L G Q D D G O X W F Q
L A G U I N E V E R E A F I X V R H N Y B X X F B
Z G S V X O D A C Y G T N I L R E M H T Z S X H Z
N R R J B A W T U F B T I L Y K D X Z U S N C Z B
X O W L L S B I Y L I A R G Y L O H V R B J N Y C
Z M H C T R I S T R A M H K Y S E N I A W A G D S

WORDS:

KING ARTHUR
GAWAINE
LANCELOT
GUINEVERE
GALAHAD
MERLIN
MORGANA LE FAY
CAMELOT
EXCALIBUR
ROUND TABLE
RED KNIGHT
TRISTRAM
GREEN KNIGHT
HOLY GRAIL

ROBIN HOOD AND HIS MERRY HIDDEN WORDS

WORDS:

ROBIN HOOD
LITTLE JOHN
FRIAR TUCK
SHERWOOD FOREST
WILL SCARLET
KING RICHARD

NOTTINGHAM
WILL STUTELY
SHERIFF
QUEEN ELEANOR
ALLAN OF DALE
OUTLAWS

B Q L E O I F B O R K I N G R I C H A R D U K X W
O T B J W W A T R Z L Y Z O K K A U E E C S C C R
R U Q K U S A V Z H N N F R H J W F I Y K Z E M O
U P T N W D W X C W I W I L L S C A R L E T U J N
H J I E R G T S E R O F D O O W R E H S C M Z T A
T W M C G E Q J C N T N I X R P Y L N B J U G P E
C R Q I I V E Y T G T V R S U P K G O K Y M B Q L
S L P R E B Y N W W M X R E G T V B T C P M U G E
U V K B L L I T T L E J O H N A U O T U X C I D N
D J V O A A K M L E Z I J M E S G A I T S G V U E
W H K F D Z H L D O X K T T V K C F N R B D I D E
J Y U S F F F D X O P I T P O O W F G A N L O L U
T G M C O C J Y F N J U X U V Y T I H I B G V O Q
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O U A M A X N Y M B V L I S R A T E M F Y L N M S
Q D V R L V P I A D A P R W B G X H O D G A S P R
Q C H N L L O K F W K A C G Y H A S S V I C X F K
U M U Q A N P F S B J S X P A F T T R S T X S B O
E P E U I N W I L L S T U T E L Y S M K P X C D V
Z O I F V H A Y Z V U Q N K T N D O O H N I B O R

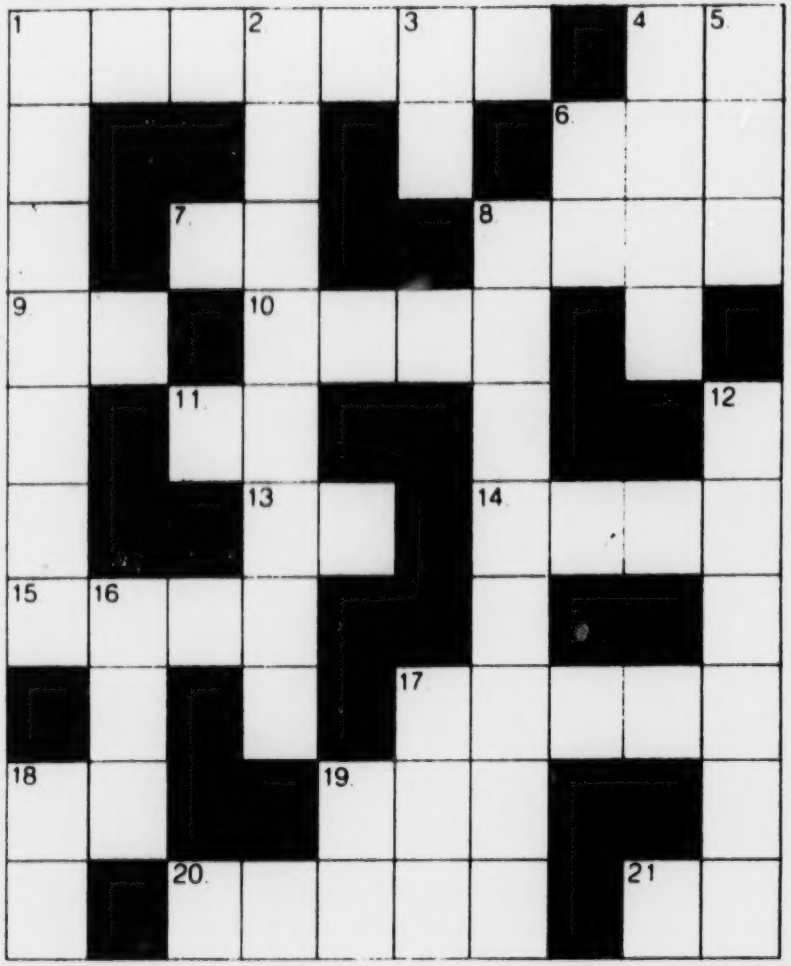
SUMMER KNIGHTS CROSSWORD

ACROSS:

1. Castle jail
4. Mother
6. "An eye _ an eye"
7. Either
9. Leave
10. Barrier
11. Toward
13. "I" in Spain
14. Pillar, support
15. To trade
17. Master bricklayer
18. Us
19. Cap
20. Steeple
21. Myself

DOWN:

1. Fire-breathing creatures
2. Beastly waterspout
3. From
4. A watery ditch
5. Between shoulder and hand
6. Felix Enderby's initials
8. A pattern
12. A metal used for bells
16. Seeing organ
17. To blemish
18. Us
19. Hello



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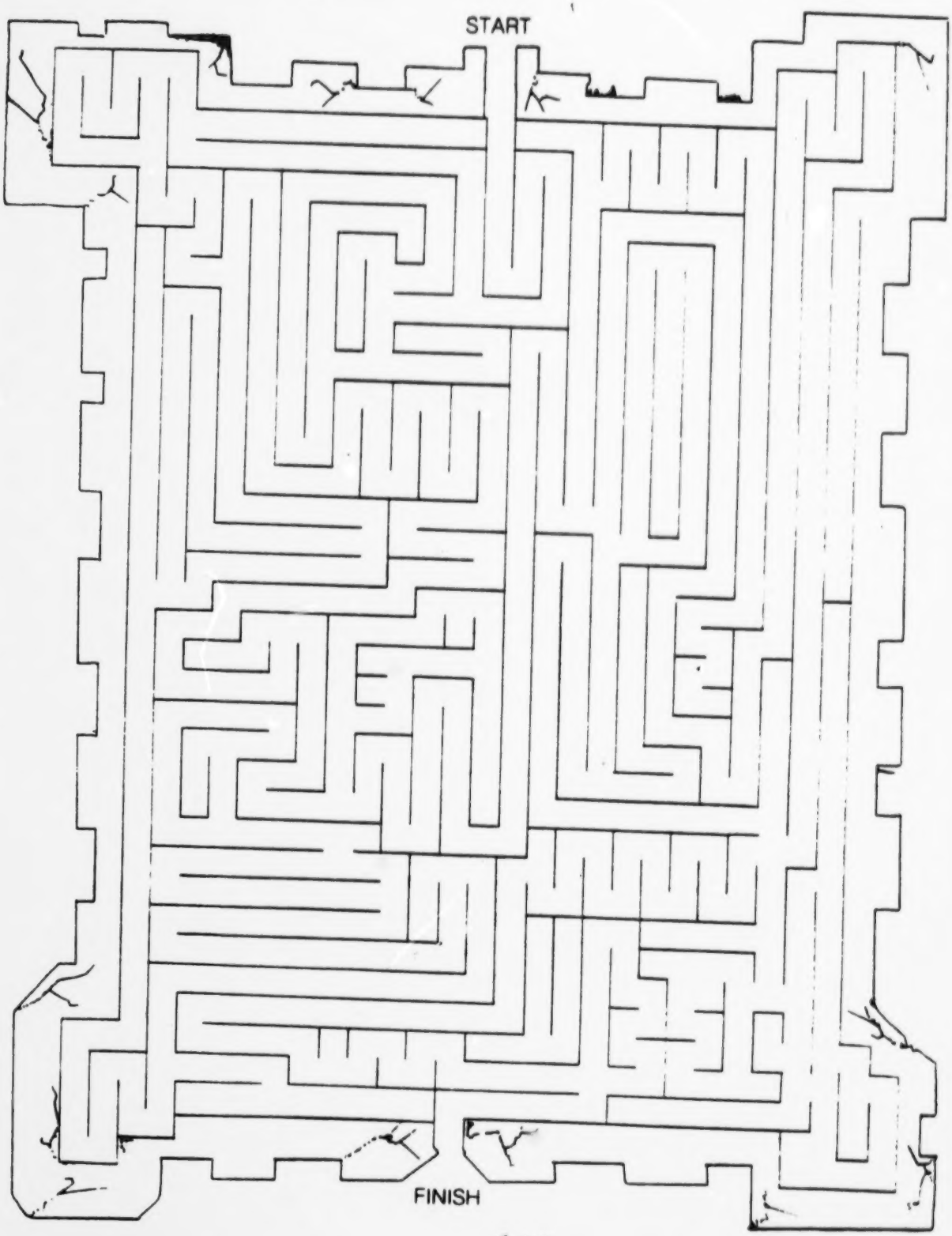
SIR AL COMES HOME!

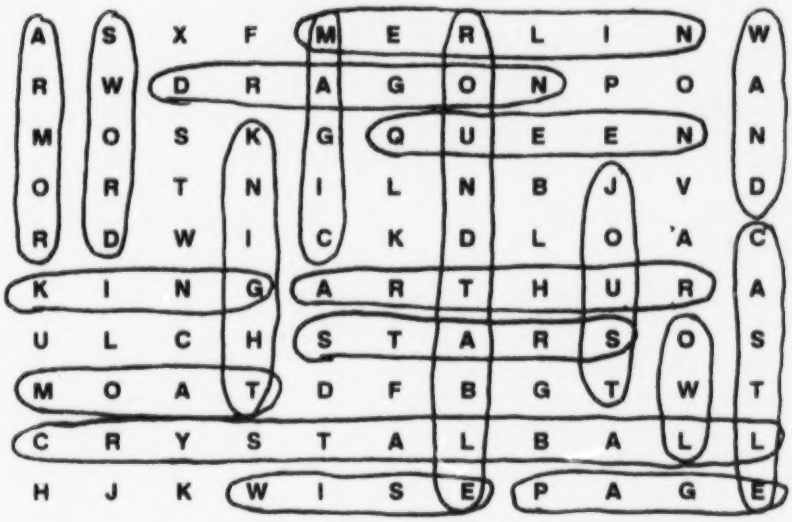
Help Al find his way through the front door of the castle to the back door.



ANSWER SECTION

QUEST FOR THE HIDDEN WORDS

Word Search


A S X F M E R L I N W
R W D R A G O N P O A
M O S K G Q U E E N N
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R D W I C K D L O A C
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M O A T D F B G T W T
C R Y S T A L B A L L
H J K W I S E P A G E

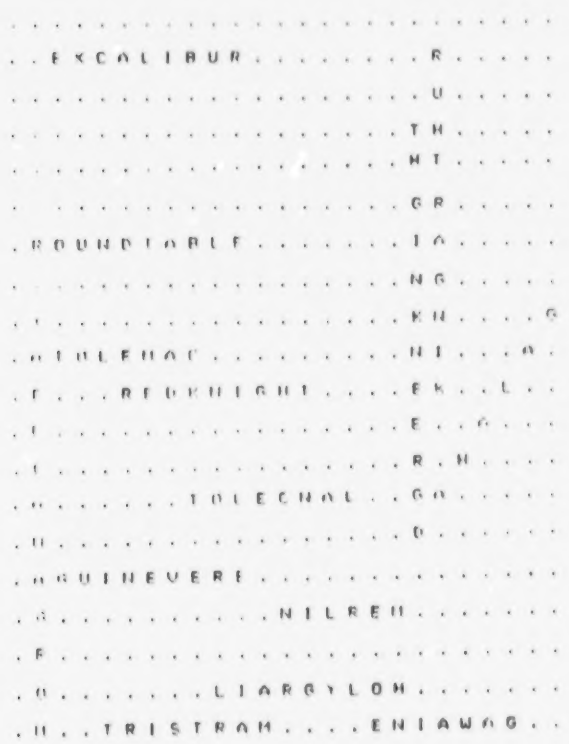
SUMMER KNIGHTS WORD SCRAMBLE

1. CASTLES
2. PRINCESS
3. DRAGON
4. DAMSEL
5. SORCERER
6. MOAT
7. ARMOR
8. SPELL
9. SHIELD
10. SWORD
11. KING
12. KNIGHTS
13. CROSSBOW

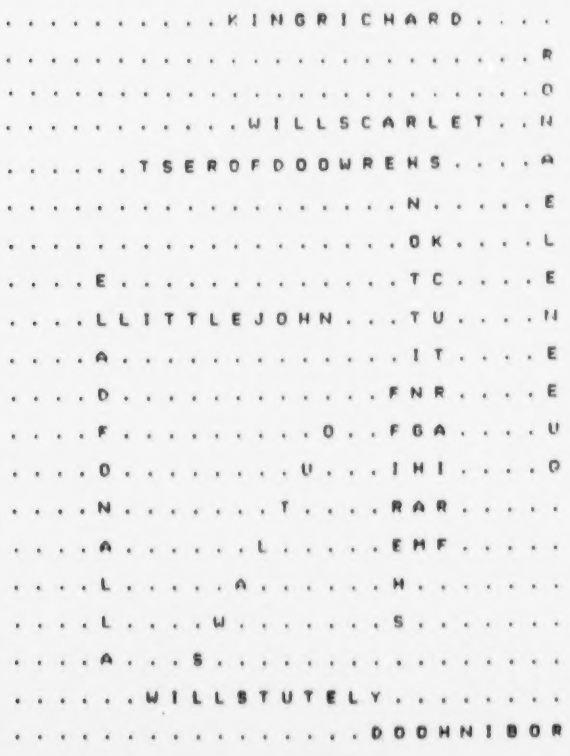
FAIRY TALE SEARCH

1) Cinderella
2) Robin Hood
3) Pied Piper
4) Princess and the Pea

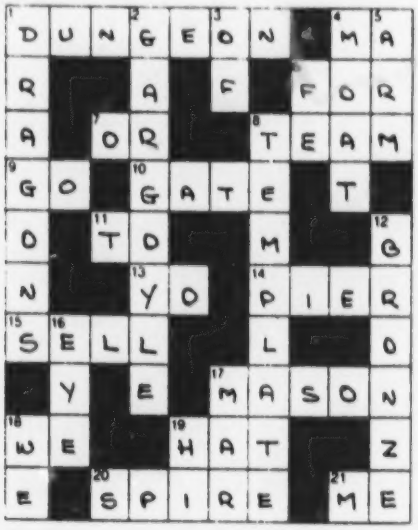
KNIGHTS OF THE WORD SEARCH



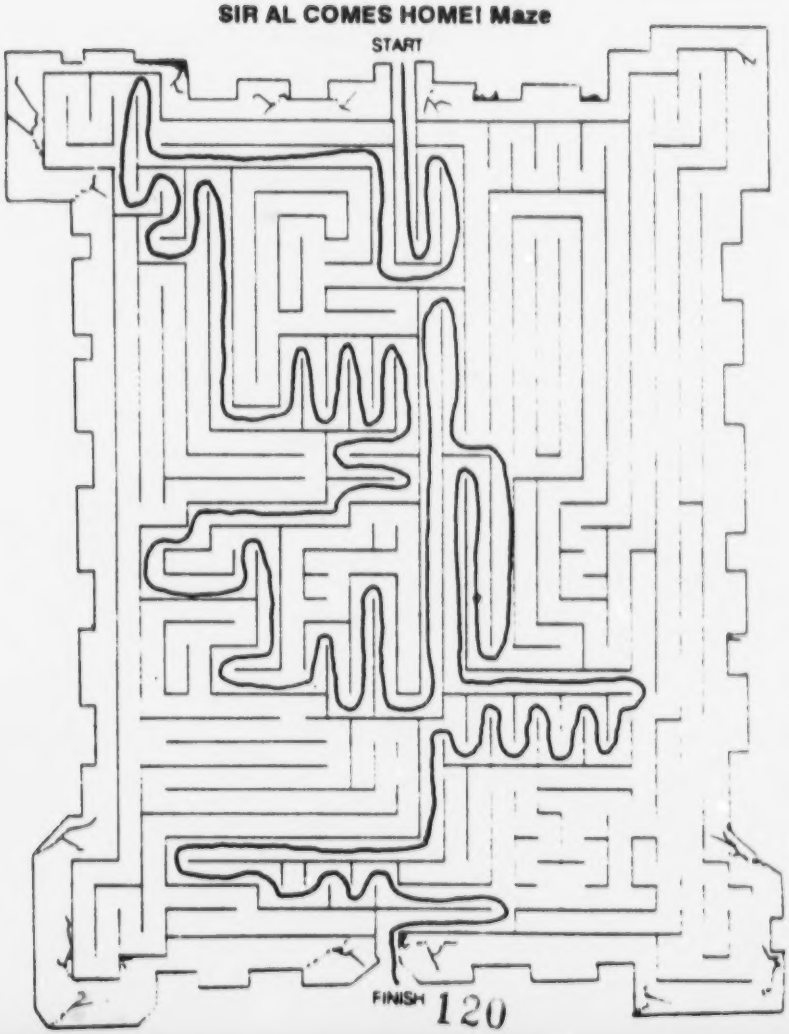
ROBIN HOOD AND HIS MERRY HIDDEN WORDS



SUMMER KNIGHTS CROSSWORD



SIR AL COMES HOME! Maze



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